

NOV

EXCLUSIVE PREVIEW:

# DAN DARE

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# GAMES

\*Screens from Commodore 64 version



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## THIS ISSUE

• Have we got a great package for you or what? **Don Dare** is our hero of the month. We've got an exclusive sneak preview of the game based on the first ever space hero direct from the pages of **Eagle** comic. And, as you can see from Brian Talbot's brilliant front cover illustration, Dan's still thwarting the evil Melkon's plans for domination of the universe. Find out how Dan kept a stiff upper lip throughout the difficulties of programming on page 42.

Rock stars **Dire Straits** hit the computer keyboard for their latest video to go with their latest hit record. Discover why they spent lots of credits on creating the most advanced computer animation sequences seen so far on the small screen.

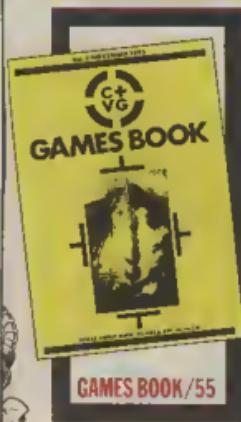
And as you've already discovered there's a mega **Book of Maps** stuck somewhere on the front cover — packed with maps of all your favourite games. We've even managed to squeeze in a map of Ultima's latest hit, **Nightskade**, in our **Ultimate review** section! We've even got one of Commodore's brand new super-computers (sorry not on Amiga!) to give away. A C128 could be yours thanks to Anirog and C+VG! Turn to page 128 — where else?

And we're revealing the winner of our great **Readers' Robot Competition**. Don't miss it!

Plus tons of competitions, lots of your letters about the new look, and, of course, the **Bug Hunter**! Turn the page and enter a whole new world.



## SCOOBIE>NEWS/8



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# NEWS

■ Scooby-Doo, who loves you? Lots of people will when they get their hands on Elite's latest, *Scooby-Doo In the Castle Mystery*.

**Mystery.** Now, we've all heard a lot about computer cartoons in the past. This is the first real attempt of doing just that. Like the arcade laser disc games you jump from scene to scene of cartoon style graphics as the mystery unfolds! Talking al graphics these are some of the best we've seen on the good old Speccy. Really big and cartoon like, *Scooby-Doo* will be out soon for the Spectrum, C64 and Amstrad. Watch out for a full review in C+VG next issue!



■ From the programmer who brought you *Duke Thompson's Decathlon*, *Caveon* and *Hunchback* — to name but a few — comes *Robot Messiah*. Christian Urquhart has achieved one of his lifelong ambitions and set up his own software company and *Messiah* is the

first release.

**Robot Messiah** takes place on a planet controlled by androids. No human has set foot on it for centuries. The androids are super-intelligent and like all intelligent beings they have become stupid!

They created a race of mental droids to carry out mining and other dull jobs so that they could sit about having a good time! But there was one android who hit out at this state of affairs.

His name was Socrates — and he was disprogrammed and turned into a droid for his rebellious thoughts!

But he still continued fighting for his belief that all androids are equal and on his dying day transferred his rebellious thoughts to a receptive droid. This droid then sets off on a quest to find three envelopes which contain the necessary data to enable him to reprogram himself to the central computer and save the world!

As you can see from our screen shots the graphics are pretty neat!

■ What game is a cross between *Impossible Mission*, *Confusion*, *Quake Minus One* and any Ultimate game you care to mention? *Tek City*

that's what. It's the creation of programmer Peter Cooke who brought you *Juggernaut*, *Self Control* and about a dozen weird planet inhabited by robots. Exterminators have travelled to the planet following a meteor strike which hit *Tek City* — but none have returned!

**Tek City** will be released by CRI before Christmas. Watch this space for more details.

■ *NuWave* isn't some kind of shampoo — it's a new software label and its first release will be *Darkness at Dawn* — an adventure with a REAL difference. There's no text, or graphics — just SOUND, Weird, You? You have to work out what's going on by the sounds your computer makes.

We'll be listening out for developments!

■ The third in New Generation's *Trashman* series will be released in the New Year on the Spectrum and Amstrad. Called *Trashman Meedlighting* it puts our dustman hero in a sorry state of health to work — come on — doing anything from glass-cutting to window cleaning. Meanwhile the classic original *Trashman* game is being converted for the Amstrad

■ Haeyyy everybody — let's get into *Alternate Reality* No. 11, it's Neil's latest hippy-hit record! It's simply a stunning graphic role playing adventure from Daisoft, released here by U.S. Gold. *Alternate Reality* is the overall title for a series of seven adventures created by a

couple of Hawloam programmers. The first is called *The City* and should be available from October.

It will be available for the Amstrad C64 and Apple priced at £19.95. We can tell you that the graphics are terrific — lots of truly brilliant 3D images. As for game play — well old KC hasn't got his hands on a copy yet but watch our Adventure pages for his review.

■ In the far future when mega-business corporations dominate the world — like IDEAS CORP dominates us now — territorial disputes won't be settled on the battlefield but in the *BOUNCES* arena. Skilled and deadly gladiators compete to hurl a steel ball around a *BOUNCES* court and wipe out their opponent.

**BOUNCES**, the latest game from the Beyond/Denton Design collaboration, combines the action of martial arts games with an original sci-fi theme.

The game is very fast players will be able to select from a range of eight different *BOUNCES* champs drawn in giant graphics on the C64 and Spectrum.

**BOUNCES** will be available in October priced at £9.95. And there could be a special *BOUNCES* championship. Read C+VG next issue for more details.

■ *Questprobe Three*, the long awaited Fantastic Four adventure in the Scott Adams' Marvel Comics series is nearly complete. Conversion work is being carried out by Roger Taylor and James Burn, the programmers who also converted *Terrorpolis* and brought *Dennis Through the Drinking Glass*, *Questprobe Four* — yes there will be one — will feature Marvel super-baddie Doctor Doom. And YOU get play the villain for a change?

As if you hadn't had enough of the movies, *Friday 13th* is being turned into a game by the people who brought James Bond to the small screen, *Dowmark*. It will feature the



crazed knife-wielding maniac Jason who is currently carving people up in the latest Friday 13th movie — part 999,999,000. Horror fans watch out!

■ A new organisation for youngsters interested in wanting to find out more about computing has been launched by the British Computer Society.

The Association of Young Computer Enthusiasts (AYCE) is aimed at people aged 11 to 18 and will cost £5 a year.

Among the benefits of AYCE to members will be a monthly 16 page magazine, discounts on computer products, competitions and computer advice.

For full details of AYCE ring 01-637 0471.

■ Champagne Corks popped when bank clerk Nigel Parsons received a JVC MSX micro for winning a competition based on Electric Software's *The Wreck* game run in the June issue of Computer + Video Games.

Nigel, from Cardiff, received the micro at Electric Software's stand at the Personal Computer World Show held in September at Olympia, London.

With him were Electric Software's Mike Hall and MSX's Peter Glas.

■ A trend for Christmas — Games Collections! Several companies are rushing out collections of greatest hits for various machines. Virgin have a mega collection called *New Games* which features six games including *Lords of Midnight* and *Pyramorium*. Ocean are releasing a collection called *They Sold Us Millions* with games like *Sabre Wulf* and *JSW*.

■ Fantastic — that's the only description of the people who visited Computer + Video Games on the EMAP stand at the Personal Computer World

Show at London's Olympia.

And once again Keith Campbell's Adventure Helpline was besieged with people wanting help, advice and guidance.

And we're proud to say all the back issues of C+VG brought along to show were all snapped up along with T-shirts,



and bags of goodies.

C+VG's new *Big Red T-shirt* also caused quite a stir and looks like being a big, big hit.

You can see how it packs a punch from our photograph of the T-shirt and World Karate champion Geoff Thompson, who was at the show promoting Melbourne House's *Way of the Exploding Fist*.

■ Adventure International are producing games based on the famous *Fighting Fantasy* series of adventure books by Ian Livingstone and Steve Jackson. The first adventure will be *Seas of Blood* and it will feature combat and adventure sequences in 240 different locations.

■ Micronet 800 has launched a new on-screen game Round Britain Race, which offers regular £100 prizes.

Thousands of players will be able to play the game simultaneously.

The game is played using a map of Britain. Players have to travel around the map by keying 2, 4, 6 or 8 enabling them to move north, east, south and west in search of four secret locations.

Clues are loaded onto the screen as the race progresses. The theme of the four



■ Some people make you really sick don't they! Especially when they win vast sums of crinkly brown folding stuff — money to you!

One of those people is 15-year-old Matthew Woodley who will go down in computer gaming history as the person who actually SOLVED Domark's *Berserk*!

Matthew picked up his giant £25 000 cheque at the Personal Computer World Show. Domark supremos Mark Strochan and Dominic Wheatley even managed to smile as they handed over the cash!

Matthew was just one of the 100,000s of people who have been getting up to strange things in an attempt to solve the live-adventure riddle. Now many of them have been reduced to tears by the news that Matthew from Middlesex discovered the secret phone number.

Matthew spent much of his spare time working an *Eurotel* which his brother purchased soon after the game was released last year. "My brother Mark bought the game originally," Matthew told C+VG. "But he went away to Reading University so I got my hands on it! Has really sick now! But I'll give him a share."

What is he going to do with all the pennies? "Well I think I'll get a Commodore 128 and all the peripherals and then invest the rest."

Matthew didn't win the big prize without a few false alarms however. He once rang someone up and asked for the Prime Minister because he thought that was the answer. "The lady at the end got very confused!" said Matthew.

When he's not playing computer games — he owns up to being more of an arcade game fan than an adventurer — Matthew enjoys playing all sorts of sport. Perhaps that's why his favourite C64 game right now is *Summer Games II*.

Matthew finally solved the game on August 29th — the day that he gave up his paper round. Fortunately he won't be needing the pocket money any more!

Anyway, C+VG would like to add our congratulations — the prize couldn't have been won by a nicer gamerster! Perhaps he'll be able to afford a subscription to C+VG now.

locations will be changed every two weeks.

The idea for the Round Britain Race was developed by husband and wife Mike and Lindsey Brown.

■ Quiz games are set to be the latest craze and *Rothman's Football Quick Quiz* will be among the pacemakers.

The quiz — based on

Rothman's Football Year Book, the soccer "Bible", consists of 18 categories containing 1,000 questions.

It can be played by up to four people. Each is assigned an individual key with which to claim the right to answer a question.

A question will appear on-screen in the following format:

Who was the first British

continued page 11 ▶



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continued from page 9

footballer to be involved in a £1 million pound transfer?

- 1) Kevin Reeves
- 2) Garry Birtles
- 3) Trevor Francis
- 4) Andy Gray

The first player to press their claim key will be able to answer — by pressing the number corresponding to the correct answer.

If the answer is incorrect, other players can claim the question for a bonus point.

Finally an explanation is displayed on screen. Trevor Francis was transferred from Birmingham City to Nottingham Forest in Feb 1979.

The price will be £8.95 including VAT.

## HOT GOSSIP

■ SILENCE My world is filled with darkness — yet a sliver of light streaks towards me.

It approaches. Suddenly the ground trembles beneath me.

A full deep rhythmic beat fills my senses and the sky is filled with flaming comets.

**Crazy Comets** from Mortech is here to get into the groove because this one's for you! Mortech is not well known for its arcade titles but this is about to change.

**Crazy Comets** is a stunning reproduction of the arcade game *Mad Planets*. The game involves the shameless annihilation of hundreds of Crazy Comets that are spinning out of control. At your disposal is a zapper ship that can move all around the screen and your fire power is restricted to the vertical (up the screen).

The comets enter the fray from all sides of the screen and slowly grow in size. You must try to destroy them before they reach supernova condition. The comets spin around you as they grow in size and if contact is made you lose a ship. The comets are restricted in as much as they can only destroy your ship if they touch its base (the ship being in the form of a pyramid).

As you zap the comets they change colour and flames leap from the planet surface. As if that is not enough the comets rotate as they spin around you and as they grow weak they spin faster and home in mercilessly on your ship.

When you clear a sequence of rounds there are bonus waves where you can rescue space capsules for bonus points.

Throughout the game there is a backing rhythm beat that really gets the adrenaline



pumping. It's spot on and places the game in a niche of its own when it comes to presentation.

The graphics for the comets, ship and satellites are crisp and sharply detailed, coupled with three excellent tunes, makes the game a hot property! The music for this game was written by the same person who did the music for *Thing on a Spring* and *Manly on the Run*. Need I say more?

You have three ships to start with and extra ships awarded for every 10,000 points. There are three high score tables (Furth, Ultro and Galactik) and a total of 255 levels (higher waves featuring more comets at a faster pace pulsing different colours).

My only real gripe with this game is that the player cannot turn his ship around (arcade aficionados may just miss this one...) to fire in all eight directions. This means the action is fast, frenetic, colourful and down-right addictive.

**Crazy Comets** will not stun you with its variety of screens but it is an exciting competitive and polished product of you zapper fans will appreciate.

Now, if you will excuse me I have some serious zapping to do.

■ Has anyone been bitten by the *Monkey on the Run* bug yet? Isn't the music good? Not to mention the game!

If you should be having problems with the game its author told me that a cheat mode is built in. Simply type 1 want to... on the high score table. What can the last word be?

■ Watch out for what will probably be the hottest game yet from System 3 Software. A sequel to *Deathstar Interceptor* is being written by none other than *Tony Crowther* based on the trench scene from *Star Wars*.

■ Christmas has come early and I have treated myself to a new arcade machine! My

collection standing at *Tempest* and *Redarscope*, if anyone out there knows any tricks/tips on Alan's *I Robot* arcade machine do drop me a line as I have just started zapping into the early hours of the morning with my new toy.

Talking of which, has anyone out there beaten my record on *Tempest* (the Amstrad machine) 676 705 level 67?

■ All you *Murkie Madness* freaks can now sleep easy. An American software house is currently writing the official licensed versions for both the Commodore 64 and the Amiga. I will be previewing it exclusively for you as soon as it lands in my sweaty little mitts! So tell your friends.

■ Have you always suspected somebody or something is living inside your computer? Who or what causes all those program errors, bugs and glitches?

Well, thanks to an amazing scientific breakthrough in the United States, the contents of a life form inside your computer has been proved beyond all doubt.

Officially they are known as a Little Computer Person or LCP for short.

This fantastic discovery was made by David Crane, one of the leaders of the Activision Research Group.

Now Activision is making its amazing program available to Commodore 64 owners who will be invited to join in the vital research into LCPs.

The Activision Little People Discovery Kit will be available soon in Great Britain.

It includes a replica of the "computer house" which was first used to lure the LCPs out into the open.

There is also an LCP owners guide. All owners must be responsible for providing food and water.

But Activision warns that ownership of a LCP is a very serious business. They need lots of care affection and attention.

# NEWS

■ Throwing your spacecraft into a 90 degree turn can cause havoc with your joystick. And making your supersports hero bound along the athletics track by wagging the joystick from side to side subjects it to great wear and tear.

But now comes a baseless joystick which should solve all these problems.

"The Slick" is from the Merseyside company Lightwave Leisure. It consists simply of a shaft, with no console, trigger switches or micro switches, just tilt switches. These are glass tubes about ten long, set at an angle, into which two contacts protrude at one end. A small amount of mercury is sealed into the tube.

There are two fine buttons for the thumb and index finger and a standard nine-hole Atari type connector.

"The Slick" costs £12.99.

■ A new software house, Sabre Technology and Software, is releasing two games in time for Christmas.

The first is The Crystal Step, Amstrad £8.95. A 3D animated arcade adventure, and U-Boat, a strategy game for the BBC, sailing at £8.95.

# SILVER RANGE... Seeing



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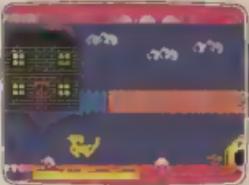
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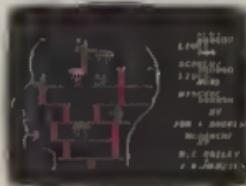
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## KEY

## GRAPHICS

Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

## SOUND

Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your stereo knock you half way across the room? The C+VG review team don't play games with their ears blocked up you know!

## VALUE

Is the game really worth all those pennies? Will the novelty last? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

## PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

## BLITZ GAME

## BLITZ GAME

C+VG's way of telling you that the game must not be missed!

## STARQUAKE



• Machine: Spectrum/Amstrad/PC64  
• Supplier: Bubble Bus

• Price: £7.95

When was the last time you really had fun playing a game? And we mean FUN! Well, here's the answer to every jaded games player's

prayer — just the thing to lift the spirits in the dark winter days to come.

**Starquake**, "Wizard's Law" of Starquake, "Wizard's Law" Crew and textures are odd little character called BLDB or Bio-Logically Oppressed Being. Despite his name, BLDB will soon find a place

in your heart.

But what about the game you cry! Well it goes like this. Earth has just received news that an unstable planet, swinging from its orbit somewhere at the edge of the galaxy, if the core of this planet is not quickly rebuilt it will explode.

## CHOP SUEY

• Machine: Amstrad

• Supplier: English Software

• Price: £9.95 cassette/£12.95 disk

Get your teeth into another helping of Kung Fu action with *Chop Suey* from English Software.

There are eight levels of clashing, banging and smashing action with a fast or slow game option.

Joystick control gives both players good control over their fighters and enables them to perform a wide variety of kicks, punches and somersaults.

The score is based on how well you fight, the accuracy of moves and whether a move is offensive or defensive.

The amount of pain suffered by each player is indicated by the power gauge at the bottom of the screen. When it starts to flash, watch out. One more punch and you'll end up flat on your back.

There are also other hazards to watch out for including scorpions running across the lighting arena. With nice, smooth graphics, *Chop Suey* is a good game for Amstrad readers to get their teeth into.

• Graphics

• Sound

• Value

• Playability



BLOB has been chosen for this deadly mission. Why? Because all the other cheats are bigger than him! Ho hum. So BLOB sets off in his spacecraft with just an A-Z to the Galaxy Inc company. His spaceship comes down with a bit of a bung leaving BLOB high and dry on a planet, which is about to explode and with only a short time to rebuild the core.

Still with your help he'll soon be zooming around the underground caverns collecting objects, discovering secrets and solving puzzles — meanwhile you'll be having a great time!

The planet is inhabited by alien creatures who drain poor old BLOB's energy on contact. But he can zap them if he's quick enough! To help him get about, BLOB has platforms which he can drop and stand on. Useful for getting over tall obstacles when you haven't got one of the special tools which you can use to fly about on.

You'll find Hoppers dotted about in the caverns along with teleporta, weapons packs, key codes and credits.

Lots of puzzles, great graphics over 400 screens, some of the best sound ever from the Spectrum and a cute hero. What more could you ask for? The money to buy the game of course!

Whatever you do, DON T mess out on Starquest, Rush out and beg, borrow or steal a copy now!



## MONTY ON THE RUN

- Machine: Spectrum/C64
- Supplier: Gremlin Graphics
- Price: £9.95 (Spec) £9.95 (64) class £11.95 (64 disc)

Justice puts Monty Mole in prison but he escaped. Can YOU do justice in his bid for freedom?

The plot sets him in a safe house complete with an escape tunnel that leads into the sewers, other houses and onward to his final destination.

Gold coins along with both vital and deadly items are scattered about the locations. Monty must collect these taking care not to kill himself off should he pick up the wrong things. Jumping from platform to platform he can collect some of the objects and coins. Some are perched high above him or beyond brick walls — you must plan his route to them carefully.

The abandoned, nasty floating masks, bony hands, balloons, dogs and mice are capable of flattening him further complicate his route. He has five lives and, each time he gets knocked off, the game continues from whichever location he was last in.

Shennin up and down ropes and ladders gain him entry to new locations, but there are other ways!

The Spectrum and Commodore versions have been released almost together which presents us with a chance to inspect them both.

Well, the plot is the same. The graphics are virtually the same quality, though there are more flower pots and a C64 in the Commodore one.



The House

However there is a big difference in the games — the sound. The Spectrum is not noted for its sound. The Commodore game explodes into life with the best sound we have yet encountered. It has a strong beat that draws even Monty to sway in that tune.

The game is a great test of timing requiring lots of thought to work your way through the locations without getting stuck. All the locations contain some

of the hazards but they also have unique touches added like turnarounds for logjolkas, lifts or beam-me-up. Stretch machines and fight off the nasties is impossible!

Monty on the Run is a worthy successor to the excellent Monty in Innocent. If you're a climbing game fanatic then this is the game should go — it's what Jet Set Willy should have been.

Don't let your best friend borrow it — you will never get it back!

● Graphics	9	● Value	10
● Sound	10 (Spec) 10 (C64)	● Playability	10

## SPEED KING

- Machine: CBM64
- Supplier: Digital Integration
- Price: £9.95 (cass) £12.95 (disk)

Vroom! Slip into your leathers, grab your skull lid and prepare for a real blast!

Speed King does for the Commodore what Full Throttle did for the Spectrum. Which is not surprising as Marvin's Escape wrote both games! It brings the thrills of a motorcycle racing to the small screen.

You have all the power of a 500cc racing bike at your fingertips. In a Pole Position style race game.

You can choose to race on any one of ten world famous circuits — and there are three skill levels too.

The animation of your bike race is really nice. He leans into corners and crouches over the tank of his machine in true racing fashion. Like many racing games, you can't really tell if the tracks are any different — but at least in this one the

scenery does change slightly when you choose a different track to compete on.

The other issues are prone to bumping you from behind. That's where you manage to overtake many of them then! It's essential to learn the circuit before you start racing so you know the right line to ride in order to get a good finishing position.

It's also essential to learn how to use the gears efficiently. There are six on your high-powered bike. You have to take

your finger off the accelerator to change up or down — which often causes problems, especially if you are being chased by a bunch of other bikes.

Overtaking is very tricky — but not impossible. It just takes practice. But even if you don't win there's always the joy of setting a new lap record. As the finish of each race — which can last anything from just two to six laps — you get a nice display which details your race performance.

Speed King is well presented fun to play. Recommended

● Graphics	7
● Sound	7
● Value	7
● Playability	8

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## HIGHWAY ENCOUNTER

- Machine:** Amstrad/Spectrum
- Supplier:** Vortex
- Price:** £9.95

Look, I know we've already reviewed the Spectrum version of this game... but this Amstrad conversion is just so good we can't ignore it! Along with *Sorcery!* and *Knight Lore*, this must rate as one of the top three games for the Amstrad!

Big words? We can justify them by telling you that *Highway Encounter* is simply so addictive that this review had to be written after the 2d semi Big Red to sit on the Amstrad. It was the only way to get people away from the screen long enough to get the written word.

The basic idea of the game is that Aliens have taken over the earth and you have been given the task of preventing them taking over completely. You control five Vortons. Alien 8

style directs who have to manhandle the deadly Lasertronic along the last highway to the Zone Zero, the world not controlled by the aliens to reach Zone Zero.

If you succeed the world is saved! The screen display shows a smooth scrolling 3D highway with your Vortons lined up in a neat crocodile ready to take the Lasertron to Zone Zero. There are 30 zones or screens to complete each with its particular hazards.

*Highway* is a terrific mixture of action and strategy with real well animated graphics and sound. A must for every Amstrad addict!

Welcome out for our *Highway* Encounters map disk usual!

- Graphics** 10
- Sound** 9
- Value** 10
- Playability** 10

## BEACH-HEAD

- Machine:** BBC/Amstrad
- Supplier:** US Gold
- Price:** £7.99

Another bloodthirsty game imported into the UK by US God — remember *Raid Over Moscow* and *Nato Commander*? This one, from Access Software, is more innocuously titled and set on and around a safely fictitious island.

You talk is, eventually, to capture the fortress of Kuhn-Lin, but first, there is an aerial reconnaissance, an attack by enemy aircraft, a naval battle and a tank battle to be got through. This is the sort of game you can be playing for weeks.

Right from screen one, you have to make strategic decisions — whether to take you fleet straight into attack, or navigate the hazardous hidden passage and take the enemy by surprise.

The enemy is attack and

ensuing naval battle are superbly depicted. There is a lot of skill involved in elevating your guns to just the right angle in order to hit a plane or enemy ship. You can choose one of three skill levels.

If you win the naval battle, you next have to manoeuvre your fleet — probably sadly deployed — into the enemy harbour. Each ship carries two tanks, and these must be landed before you fight your way through to the fortress.

It's carnage all the way, and in real life the beach-head would be the end of the war. But if that doesn't bother you, you'll find a skillful and challenging outlet here for all that pent-up aggression.

- Graphics** 8
- Sound** 7
- Value** 7
- Playability** 7

## PROJECT FUTURE

- Machine:** Amstrad
- Supplier:** Gremlin Graphics
- Price:** £9.95

If this is the future, give me the past. Or at least a copy without bugs.

The SS Future is a vast five-deck space ship, covering 256 screens of action among them are eight dangerous areas which must be collected before the Self Destruct System is activated. Once it has, you must escape before the big bang. Original, eh?

Our review copy appeared to be a pre-production copy and contained several bugs. So it's unfair to pass final judgement. But on the present showing the scores are



- Graphics** 7
- Sound** 6
- Value** 8
- Playability** 8

## RESCUE ON FRACtALUS

- Machine:** C64/Amstrad
- Supplier:** Activision
- Price:** £9.99

Frac-talus, alias Jagged Lines, was a real blockbuster on the Atari. Lots of fast and furious action. But things have slowed down on the 64 — and the game has suffered.

The basic idea of Frac-talus is to pilot your Valkyrja fighter over a host of platforms, shooting fellas piloting other fellas, victim to falling towers and enemy ships which patrol the skies.

You have to monitor your instruments to spot the fallen pilot's homing beacon, watch out for enemy ships and blast the mountain top level towers — all the while zipping along between jagged peaks and down into deadly rock filled valleys.

You must land near the pilot — watch for those flashing beacons among the rocks — and then come trudging weakly over to your ship. They bang on your cockpit door, open it and they climb in. This is accompanied by some neat sound effects!

Then it's off to find more pilots — or if the mothership is around — back to base to drop off the rescued flers.

Initially Rescue is a fun game — but it does get a bit boring after a lengthy session with your 64. The Amstrad version is completely the reverse — it'll keep you hooked for hours. Must be something to do with the speed!

Rescue comes with a comprehensive instruction sheet, complete with tips for flying your Valkyrja craft.

This is a very skilful game and includes night flying instruments only sequence which is fairly difficult.

Conclusion: If you've got an Atari, get this game; if you're a Commodore owner — well, play your friend's copy before making up your mind. £10 is a lot of dosh!

- Graphics** 7
- Sound** 8
- Value** 8
- Playability** 8

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Screen shot details from Spectrum version

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**BLITZ GAME****MCGUIGAN'S BOXING**

- Machine: CBM 64/128
- Supplier: Activision
- Price: £9.99

The latest contender in the battle for world championship boxing honours is Activision's *World Championship Boxing*, sponsored by WBA/WBC lightweight champ Barry McGuigan.

And the game is no easy pushover. You begin by creating your very own little contender training him so he can't stand up to the worst sort of punishment in his ring and then take him into

**The Game**

Once you've selected the name, race and style of your boxer, he can be anything from a slugger to a dancer... you get a chance to determine his character. He can be a rascal or a loudmouth, have a hot temper or be erratic. This gives your boxer a sort of art and grittiness.

Then you must get him training. You see a screen will come representing various sorts of training - ten going from floor work to weight training. You're

told how many weeks it'll take to each type of training to build up the weak areas of your boxer.

After the training comes the big fight - you've already selected your opponent by the way from the list of title contenders.

Remember to learn your joystick controls before you get involved into this game. They are quite complex and you don't want to be caught with your guard down at a crucial moment, do you?

If you win you get prize money and a chance to have a bath and other little pleasures; you lose it's back to the drawing board... or menu screen to choose another boxer. Well, you can always go with your loser, but who wants to do that?

This sound effects - a wild noise punches etc., are great and the graphics are not bad too.

Bernie M. - *Barber's Way*

*World Champion Boxing* is quite simply an excellent game. Great fun. Great value for money.

• Graphics	9
• Sound	8
• Value	10
• Playability	10

June, 1986, Vol. 2, No. 11 • £1.99

**SCHIZOPHRENIA**

- Machine: CBM 64

- Supplier: Quicksilver

- Price: £7.99

Schizophrenia, or as Quicksilver says, how to be in two minds about yourself, is indeed a very frustrating game.

It concerns the state of mind of Alphonse T. Nurd, a cleaner in the laboratory of Bogdan Schizofunk.

Schizofunk has found a way to split people into two. And while messing about in the lab one night Alphonse splits himself in two.

Two people, either half Alphonse must work his way through five areas. And that's where the frustration starts. It's very difficult to play

• Graphics	7
• Sound	7
• Value	7
• Playability	8

**BLITZ GAME****PARA DROID**

- Machine: CBM 64

- Supplier: Hewson

- Consultants

- Price: £7.95

Bzzzzzz! Beep! Bubbles, bubble Zappit Phew! That was a close one! This is our reporter Rik. Come reporting.

There's quite a battle going on here in the last dimension of the galaxy as droid battles droid in a desperate fight to the finish. It seems that ship loads of battle-droids save to reinforce the defence systems have come space crazy.

If the enemy gets them hands on them they'll invert them agains Earth. But

luckily we've got this new gizmo called an Infinitum Dev which can temporarily take control of a rogue droid and use it's destructive power to the crazed metal men.

You could just use the various IRIS on board to blast them deck to deck but don't get brave and go too far for before you've built up enough strength to tackle those tougher crazed on lower decks.

The transfist screen when you take over another droid is very difficult. But not impossible. You don't get much time to think though! The idea is to attempt a take over by zapping the opposing droids circuitry using your own activations.

*Parabot* will keep zeppars and thinkers happy - an unusual combination. One of the best 64 games out right now. Check it out.

• Graphics	8
• Sound	8
• Value	8
• Playability	9

**KARATEKA**

- Machine: CBM 64

- Supplier: Amicasoft

- Price: £9.95

With *Karateka*, Amicasoft references what has to be one of its best games. Yes, it's another martial arts extravaganza.

But *Karateka* is graphically brilliant. The scrolling is slick and silky smooth.

The plot is simple. Your bride to be, Princess Menko, is captured by an oppressive warlord called Akuma and has been imprisoned in his mountain fortress. You have to rescue her.

There you are confronted by the first of a series of guards,

each one with a different fighting style. You must defeat each one.

The release of *Karateka* probably comes to let's to challenge the supremacy of *The Way of the Exploding Fist* on the Commodore. But if you're still mulling up your mind whether to buy a martial arts game, it's certainly worthwhile considering *Karateka*.

• Graphics	10
• Sound	9
• Value	8
• Playability	10



► CONTINUED FROM PAGE 17

● CONTINUES ON PAGE 22 ▶

THE COUNTDOWN HAS BEGUN

# Critical Mass

From DURELL

# THE ULTIMATE PLAY THE GAME REVIEWS

Well, what do you expect from the *Ultimate* computer games magazine? Here we present the two latest *Ultimate* blockbusters. One for the Spectrum and one for the 64. Plus a special *Nightshade* map and tips from C+VG readers Paul and Rebecca Harding from Bromley in Kent. Read the reviews, check out the map — then get the games. We make life simple for you, don't we?

- Machine: Spectrum
- Supplier: Ultimate
- Price: £9.95

Well, they've done it again! Just when you thought Ultimatte had squeezed the last out of their famous 3D mazze/puzzle games, the C+VG Golden Joystick award winners pull something new out of the bag.

*Nightshade*'s latest is set in a strange plague ridden village called *Nightshade*. The village has been blighted by an evil force which has transformed the villagers into a bunch of demons, vampires and other foul creatures.

Your job is to lift the curse on the village. Simple, eh? No, not really! In true Ultimatte style the solution to the cursed village is left entirely up to the player.

The graphics — mysterious deserted half timbered houses and odd assorted demons — are great. Sound effects are up to standard for the virtually dumb Spectrum and game play is just plain fun.

Actually a brief spin among the monsters and I've discovered that your brave adventurer can pick up antibodies from within the haunted houses to protect himself. You can use them to zap a few monsters.

Contact with the minor monomes drains your strength — but should you come into contact with the nasty Mr Grimesper you're done for.

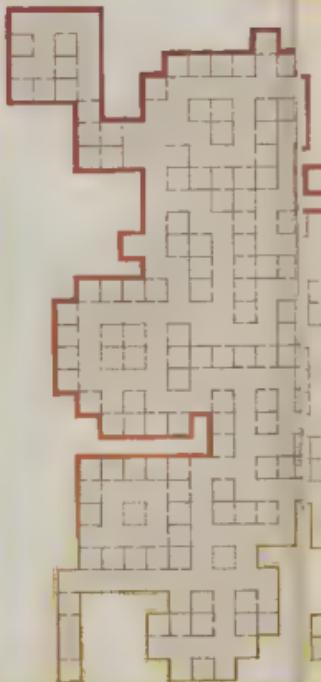
Another nice touch is that you can switch your angle of view with a touch of a key. Useful to prevent inadvertent creeping up behind you.

*Nightshade* is another instant classic from Ultimatte — it'll keep you guessing for some time. But how long can they keep using a similar format for their games?

● Graphics	8
● Sound	9
● Value	8
● Playability	10



**NIGHTSHADE**



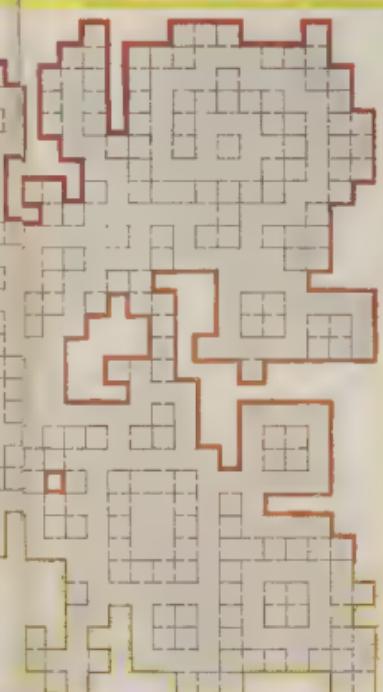


**Machine:** C64  
**Supplier:** Ultimate  
**Price:** £9.95

Ho-ho-ho! Have C64 owners got a treat in store? Ultimate have done it again. They've created an entertaining and exhilarating game which will have you super glued to your joystick for hours.

Blackwyche is the second Ultimate game for the 64 and is a distinct improvement on Entombed. It stars good old ace explorer Arthur Pendragon — the Indiana Jones of the computer gaming world. This time he's in big trouble aboard a haunted pirate ship.

Old Arthur couldn't keep his curiosity under control when a mysteriously deserted phantom galleon came up at him out of the mist. Unlike other normal people who would just run away, Arthur has to climb aboard and nose around. That's how he finds the captain's log. And there is no staircase in sight!



The log tells of a doomed expedition. The Captain and crew, Davy Jones, spent days searching underground caverns on a mysterious island which had, as its best feature, a mountain in the shape of a skull.

The shapes and his men were looking for the lost Crystal Skull of Sodas. They found it and brought it back on board their ship — the Blackwyche.

The last words the Captain wrote were in rhyme and told of the dreadful fate which befell him. His soul was taken by the dark, evil forces of the skull.

Arthur needs to free the captain's lost soul... and that's where you come in.

You find yourself on the deck of the Blackwyche — graphically quite similar to the original Entombed game. You soon discover that you're not quite alone on this ship as hasty green and white Hoppers start attacking — draining your energy.

You must immediately make a dash to your left through the first door you come to and grab the captain's sword which will help you fight these horrid creatures.

But the room is already inhabited by skeletons — well you can't have it too easy can you? These skeleton attack as soon as you enter — so be prepared to make a run for it.

Blackwyche is miles better than Entombed — the graphics for the Arthur character could be slightly better — but that's a minor quibble.

If you liked Entombed you're going to go apes over Blackwyche. Just like we did. — C+VG

● Graphics	5
● Sound	9
● Value	10
● Playability	10



1. Always try to find a colonade. It will help you work out where you are.
2. Try to build up a good supply of antibodies before you set out.
3. Never travel very far without an antibody.
4. Try to keep weapons — hammer, bible, cross and egg timer — at the bottom of your weapons rack with several antibodies above.
5. NEVER shoot a weapon unless you are sure you've got the right target!
6. Weapons in your pack will flesh when the monsters they will kill are near. The hammer kills the Skeleton, the Bible kills the Ghast, the Cross kills the Monk and the Egg Timer kills Mr Grimeypel.
7. Winged boots make you move faster!
8. First the bad news! The baddies are horrible disease ridden things. Touch them and you'll catch something. From white you turn yellow, then green — one more cough and you're DEAD.
9. Now the good news — potions make you well again!
10. Potions and boots are often found near colonades.
11. Antibodies can be found in every room. But not corridors.
12. If a split appears, DON'T stick around, it will head straight for you.
13. Some antibodies will kill some baddies outright. Others will just change their form (See IDEAS CENTRAL).
14. For each monster you kill with a weapon, you get a huge 250,000 points.
15. Pressing Z or Shift will reverse your view.
16. You'll find more hints and tips and a Alphishade monster chart on the IDEAS CENTRAL on page 23.



# LIVE OUT YOUR DREAMS

ON THE

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Using the footplate controls and gauges, you have 60 minutes to tow the Pullman carriages from Victoria to Brighton. Any delays could ruin your timetable, so keep an eye on your stocks of water and coal - check the efficiency of your coal burn by the density of the smoke. Your present speed, time and the position of the next signal for

guidance are also displayed. Wipe the soot from your eyes and peer out of the cab to pick out the 24 stations as they rush by. Look out for other well known landmarks such as Battersea Power Station and the Clayton Tunnel.

Take the option as the driver with your Spectrum guiding you along the right track, or harder levels where you are the driver and the fireman, perhaps facing adverse conditions that could make you disastrously late!

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## ON THE RUN

- Machine: Spectrum/Amstrad
- Supplier: Design Design
- Price: £8.90

Design Design have built up a cult following with games like *Dark Star* — which contained some rude comments about C+VG but we won't hold that against them.

With *On the Run* the DD team have come up with a more menu-maze type arcade adventure set on a planet where the vegetation has gone wild! You play the part of Rick Swift, a Danish Department trouble shooter. Your mission is to find six deadly herbs infected with the chemical which created the mutant blooms before they become active!

Within the maze you'll find other items. Some are obviously helpful like the smart bombs and the energy giving magic mushrooms. But others offer other strange powers which you have to work on for yourselves.

The graphics on both Amstrad and Spectrum versions are excellent — and the game is extremely playable.

• Graphics	9
• Sound	8
• Value	5
• Playability	9

## FIGHTING WARRIOR

- Machine: Spectrum/CBM 64

- Supplier: Melbourne House
- Price: £7.95 (Spectrum) £8.95 (CBM 64)

Just when you thought it was safe to pick up your joystick without fear of getting knifed, the onions of getting knifed again, yet another all too familiar game appears from Melbourne House.

Yes, the Fighting Fists people at Melbourne House are at it again with *Fighting Warrior*, although this game follows in the footsteps of *The Warriors*. It's a martial arts maybe mixing with *Tekken* in its entirety level.

It starts in the sand dunes, I spent my time in the first part of *Fighting Warrior* in complete Egyptian surroundings. You're a guest from a world outside who's been assigned by the Pharaoh to fight the darkness. He's a bit of a nut though, and you have to stop his death in the hands of the Egyptian Monarchs and eliminate them in turn if you want to

win a bonus, and the ultimate prize, the Fighting Fists trophy. If you're lucky enough to win the trophy, you'll get a really healthy sum of money.

Fight, swim off, Eat, style, keep fighting, or just sit there and think about the art of life.

As in *Fighting Fist*, you're given a choice of four fighters, each with a strange value system. In the dunes, I try to research things as they're created, and as you split and fight, you'll be able to learn your fighter's strengths and weaknesses straight off. Once you've got your self sorted out, you can start fighting away.

The graphics are big and bold on especially the Amstrad version. They're better than the Spectrum's.

*Fighting Warrior* is a solid action packed game which is well worth a look.

- Graphics
- Sound
- Value
- Playability

CBM 64: 8.5/10  
Spectrum: 8/10  
Overall: 8/10

All in all, if you're looking for the next *Fighting Fists* then *Fighting Warrior* certainly does on merit, and gives them a suitable name, easy on the eye.

The person who's in the command of the Amstrad version thinks that the best names will get a copy of the game, so here Big Red, short - all the characters' names - together in a hand now seems game soon. O.K., I'm being silly.

Do you like fighting games? If you do, then you'll be in luck. There are lots of them around, and you can even buy them on tape or download them via BBS. And if you're interested in buying one, then you can get it from the Amstrad user group, MS 2000.

C= 8.5 M 8.5 B 8.5 D 8.5  
C64 8.5 A 8.5 B 8.5 R 8.5  
CBM 8.5 T 8.5 P 8.5 Y 8.5  
MS 2000

Or you can buy it from the Amstrad user group, MS 2000.



## WIZARD'S LAIR

- Machine: Amstrad and CBM 64

- Supplier: Bubble Bits
- Price: £8.95

The lure of the *Wizard's Lair* is still as addictive as ever. And this time it's Amstrad and Commodore 64 owners who will fall under its spell.

The Spectrum version of the *Bubble Bus* classic got almost top marks when reviewed in C+VG in May.

And now *Bubble Bus* has taken the unusual step of selling the Amstrad and CBM 64 conversions back-to-back.

on the same tape.

But first, the plot. Porlock Pete is trapped in an underground cave. He stumbles on the Wizard's Lair, a massive network of

rooms, caves and tunnels. To escape he must find the four pieces of the Golden Lion.

The Lair is inhabited by many creatures. Some will help others will hinder him as he tries to find the Lion.

The graphics on both the Amstrad and Commodore are great, especially the

Commodore. The animation on both is excellent.

Obviously *Wizard's Lair* is heavily influenced by Ultimate's *Axle Attack*. But that's more a comment on its excellence rather than a complaint.

### Amstrad

• Graphics	9
• Sound	8
• Value	5
• Playability	9

CBM 64

• Graphics	9
• Sound	8
• Value	5
• Playability	9

• ENDS HERE



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# THE SOFTWARE CHART

**Hot off the presses is the latest C + VG Gallup Software Top 30. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + VG charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.**

- NOVEMBER
- Compiled by
- Gallup

## TOP 30/ALL FORMATS

*THIS MONTH	*LAST MONTH	*GAME	*MACHINE	*MANUFACTURER	*WEEKS IN CHART
1	2	Way of the Exploding Fist	SP, C64, AMS	Melbourne House	8
2	—	New Games	SP, C64	Virgin	1
3	—	Daley Thompson's Super Test	SP, C64, AMS	Ocean	1
4	—	Summer Games 2	C64	Epyx/US Gold	1
5	—	Sky Fox	C64	Arkalsoft	1
6	1	Hypersports	SP, C64, AMS	Imagine	10
7	—	Nightshades	SP	Ultimsoft	1
8	3	Frank Bruno's Boxing	SP, C64	Elite	10
9	13	Finders Keepers	SP, C64, AMS	Mastertronic	8
10	6	Frankie Goes To Hollywood	SP, C64	Ocean	6
11	—	Beach-head 2	C64	US Gold	1
12	—	Action Biker	C64	Mastertronic	2
13	16	BMX Racers	SP, C64	Mastertronic	7
14	18	Beach-head	SP, C64, AMS	US Gold	2
15	—	Chiller	C64	Mastertronic	1
16	—	Formula One Simulator	SP	Mastertronic	1
17	—	Damnyusters	C64	US Gold	1
18	—	Highway Encounter	SP	Vertex	2
19	—	Barry McGuigan World Champ	SP, C64	Activision	1
20	—	Red Moon	SP	Level 9	1
21	—	Koreteko	C64, AT	Arkalsoft	1
22	6	Elite	SP, C64	Acornsoft	19
23	—	Cylo	SP	Firebird	2
24	—	Jet Set Willy 2	SP, C64	Software Projects	2
25	4	Soft Aid	SP, C64	Various	26
26	11	Spy vs Spy	SP, C64	Beyond	7
27	—	Southern Belle	SP	Hewson Consultants	1
28	26	Kik Start	C64	Mastertronic	8
29	—	Rnd Arrows	SP, C64	Database	1
30	—	Monterrequeous	C64	Mastertronic	1

### C64/TOP 20

### SPECTRUM/TOP 20

### AMSTRAD/TOP 10

1	Summer Games 2/Epyx/US Gold
2	Sky Fox/Arkalsoft
3	Beach-head 2/US Gold
4	Way of the Exploding Fist/MH
5	New Games/Virgin
6	B. McGuigan Wrd Cmp/Activision
7	Koreteko/Arkalsoft
8	Kik Start/Mastertronic
9	Hypersports/Imagine
10	Elite/Firebird
11	Frankie goes to Hollywood/Ocean
12	Action Biker/Mastertronic
13	Finders Keepers/Mastertronic
14	Resets on Fractus/Activision
15	Hunter Patrol/US Gold
16	Pitstop 2/Epyx/US Gold
17	Blackwyld/Ultimsoft
18	Impossible Mission/Epyx/US Gold
19	Summer Games/Quicksilva
20	Nodes of Yesod/Odin

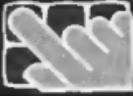
1	Way of the Exploding Fist/MH
2	B. Thompson's Super Test/Ocean
3	Nightshades/Ultimsoft
4	Now Games/Virgin
5	Frank Bruno's Boxing/Elite
6	Hypersports/Imagine
7	Highway Encounter/Vertex
8	Frankie goes to Hollywood/Ocean
9	Southern Belle/Hewson Con
10	Dembusters/US Gold
11	Soft Aid/Various
12	Jet Set Willy 2/Software Projects
13	Spy vs Spy/Beyond
14	Finders Keepers/Mastertronic
15	Dynamite Dan/Mastertronic
16	Action Biker/Mastertronic
17	Spy Hunter/US Gold
18	Cylo/Firebird
19	Red Arrows/Database
20	Fairflight/The Edge

1	Way of the Exploding Fist/MH
2	Frank Bruno's Boxing/Elite
3	Finders Keepers/Mastertronic
4	Monterrequeous/Mastertronic
5	Chiller/Mastertronic
6	Beach-head/US Gold
7	Scribble/Leisure Games
8	Red Arrows/Database
9	Locomotion/Mastertronic
10	Starion/MH

### MACHINE KEY

SP = SPECTRUM      BBC = BBC  
 C64 = COMMODORE 64      AT = ATARI  
 AMS = AMSTRAD      ELEC = ELECTRON  
 ENT = ENTERPRISE

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# NEXUS MISSION —

Your task — should you choose to accept it — is to infiltrate the HQ of an evil drugs smuggling organisation. To succeed you need to make contact with a resistance group called The Nexus ...

So starts Beyond's exciting new action adventure called *Nexus*. And to celebrate the launch of this original new game, we've come up with an exciting competition with some truly amazing prizes!

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So how do you get your hands on one of these extremely exclusive Beyond briefcases? Check this out ...

In our picture a Nexus agent has been ambushed by the drug smugglers just as he was going to reveal the name of his contact to you. Hidden in the picture is that all important name. All you have to do is study the picture and find the name. Once you've done that fill in the coupon and rush it to Computer and Video Games, Nexus Mission, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is November 18th, normal C+VG rules apply and the Editor's decision is absolutely and utterly final. OK? Get busy!

Oh yes, 50 runners-up will get copies of the *Nexus* game for their Commodore 64, Spectrum or Amstrad. Don't forget to tell us which one YOU own.

## C+VG/BEYOND/NEXUS MISSION

Name .....

Address .....

## THE NAME OF THE NEXUS AGENT IS

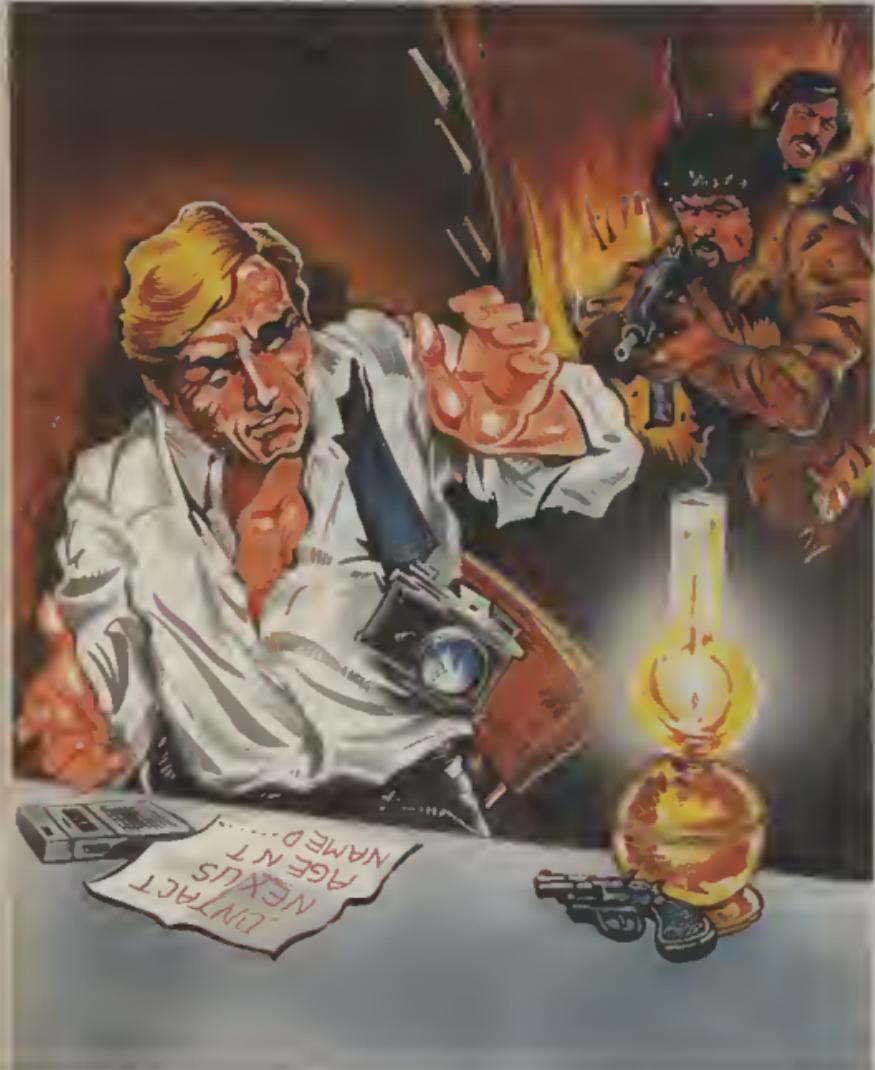
TIE-BREAKER: Think of an original name for the evil drugs organisation. In the event of a tie we'll choose the most imaginative title.

MY NAME FOR THE ORGANISATION IS

Computer I own (tick box): Spectrum

Commodore  Amstrad

# THE COMPETITION





Weather you like adventure, intrigue, sports or arcade, this month's mystery Microgamer has the game for you!

'High'

## "My two sun spots"

1. *Souls of Darkon*  
by Taskset

Sorry about the summer—a wee bit disappointing I'm afraid, but here's something to cheer you up. A super game sizzling with excitement!

2. *Scooby Doo*  
by Elite

This game is full of ghosties and ghoulies and mysterious happenings. Good old Scooby is back and so is my dear friend Mrs McUrich. (Her name is almost as difficult as mine!)

"Press the magic button and the picture changes"

GEOFF CAPE'S  
**G-FRONG MAN**

by Martech

Let's hear it for Geoff Capes. The World's strongest man. Did you know he is World Highland Games Champion too? Can you beat that? Well, with this game you can try. Six major challenges in all, and always a blue sky above so no chance of rain stopping play. Versions for most machines.

Cassette £7.95 and £8.95  
Disk £14.95

**STRIKE FORCE HARRIER**  


by Microsoft

What's faster than a hurricane and more devastating than a tornado? You've got it: one Strike Force Harrier—the flight simulator that streaks through the skies like lightning. You are loaded with bombs to destroy the enemy—but watch out for the clouds of enemy fighters on the horizon.

BBC 8 and Electron £9.95

**ARNHEM**

by COS

1944 all over again, and what's this—a strong front advancing over Holland? Um, yes, of course it is the Allies attacking the Germans and they need your help. With bridges to capture and strategy to work out, it's as complicated as weather forecasting—but much more fun! (Sorry Michael).

Spectrum 48K £8.95  
Amstrad £9.95

**MARSPORT**

by Gargoyle Games

This large dome on your screens is a force sphere protecting the Earth from attack by Sept Warms. It's a wee bit scary as the sphere is weakening and the strengthening plans are in an occupied town. All in all a gloomy outlook. Can you change that? Spectrum 48K and Amstrad £9.95

**THORN EMI Computer Software**

International Micro Software Division

"Look what my charts are showing"

## HIGHWAY ENCOUNTER

by Vortex

Temperatures are rising fast. But it's not a heatwave I'm afraid. The Aliens have landed To save the globe from domination they have to activate the 5 Vortons and the deadly Lasertron. Dodging halos of bullets you must boldly go forth to save the planet. (I think I'd rather stay at the Met office.) Spectrum 48K and Amstrad £7.95

# SCOOBY DOO

by Elite

The team of top sleuths is back. This lot could sniff out a sunbeam! Stunning graphics and super smooth action give this game a touch of class.

Spectrum 48K £6.95  
Commodore 64 £7.95  
Amstrad £8.95

# WORLD CUP

by Arctic Computing

This league table reads MUCH better than my round the world temperature chart. But then top teams are involved, and you get the chance to pick the players and score the goals. Och, what could be better than that, ref?

Spectrum and C16 £6.95  
Commodore 64 and Amstrad £7.95

## Screen Shot

### GRAPHICS PACK

by Dorling Kindersley  
Are you interested in really good value? I am too, and this books plus software pack has loads of routines for creating lovely graphics. There are over 200 sprite designs alone! Gosh it's um well unbelievable - top class graphics, super fast speeds and hi-res results. Spectrum, Commodore 64 and Amstrad +

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If you think you know the answer send this coupon to us no later than 14 November 1985. The first ten correct entries will each receive SCOOBY DOO and SOULS OF DARKON. 100 runners up will each receive a super game for their machine type.

I say the Mystery Micromaster is

Send me your latest full list of software programs.

Name \_\_\_\_\_

Machine \_\_\_\_\_

Address \_\_\_\_\_

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CV83

Send to THORN EMI Computer Software Mystery Micromaster Competition  
Thomson House, 296 Farnborough Road, Farnborough  
Hants GU14 7NU



Last month's mystery Micromaster was Tracy Ullman. 10 prizes are on the way

## COMPUTER

by Beau Jolly

A summary chart of all that's the best in computer games. But on this chart not a depression in sight! Every one is guaranteed to keep you smiling rain or shine. There are sports simulations, arcade and adventures. Oh, and yes, I almost forgot, a version for most machines.

10 games £9.95  
6 games £6.95

## GANDALF

by Tymec

Two great games now on Spectrum. Gandalf – a man after my own heart – throws thunderbolts from his fingertips.

## FLYER FOX

by Tymec

It's not raindrops falling on your head but fireballs from a Mig fighter. Spectrum 48K £7.95

### Graham Goode's TEST CRICKET

by Audiogenic

A super game for all seasons. Complete with googlies, silly mid-offs, authentic scoreboards and starplayers – relive the highlights of summer! Commodore 64 (Cassette) £9.95  
Commodore 64 (Disk) £11.95

## Paintbox

by Audiogenic

The graphics package which gives you much more than squiggle lines and cloud shapes. It has everything you need to produce high resolution pictures. Do you think the beebe would be interested?

Spectrum, Commodore 64 and 16 £9.95

### The Secret DIARY OF ADRIAN MOLE aged 13½

by Mosaic

It is no fun being me. What with the sun turning to snow overnight and always having to look on the bright side. Now if I was a budding intellectual and poet like Adrian all my problems could be turned into great fun. And maybe they'd make me into a game too. Well I can dream.

Versions for most machines  
Cassette £9.95  
Disk £12.95

### Games to bring you Winter cheer

## BLADE RUNNER

by CRL

Gosh, here's a chance to be a bounty hunter and save the world. Scattered showers of Replicants have run amok. These human look-alikes have to be pinpointed, tracked down and 'retired' if the outlook is to be at all sunny.

Commodore 64 £8.95

## Old Scores

by Global Software

Solving this is like finding a snowflake in July (or deciphering one of my maps). Private Investigator or solv it, and if you have never been lost around London's South Bank, here's your chance.

Solve the mystery, explore the theatres, and become famous!

Spectrum 48K £6.95  
Amstrad and Commodore 64 £7.95

All games featured are available from Las Vegas, WH Smith and other good software stores

TEAM  
SANYO &

# Harvey Smith Showjumper



In this game there are twelve different courses available for you to tackle each presenting its own problems. You might fall over a fallen fence, knock a fence down or even be allowed to jump a fence. It is up to you to choose to walk, canter, gallop, turn or jump when you want to. All the skills (and spills) straight from Hickstead! That's not all, if you want to try some new characters you can simply and easily design new courses for yourself without any programming knowledge needed. You can decide where you want the walls, gates or any of the different types of fences to go. Use your imagination to create such a representation of a different country with the scores being recorded on a "Hi-Score Scoreboard" as each round is completed. All data is recorded automatically, not forgetting that the clock is ticking away all the time as well. There is also a "Hi-Score Scoreboard" for each course. We would like to thank Team Sanyo and Harvey Smith for their encouragement and inspiration.



# NEW RELEASES

## TIME SANCTUARY

SPECTRUM 48K £9.95

- Futuristic Adventure game
- Fast, full colour surrealistic landscape graphics to capture the mood of the unworldly time sanctuary
- Communication facility to address and bargain with the 18 characters
- Exploration of map, houses and maze

### The Challenge

- locate the 6 crystals to power your time machine
- Make enough money by trading with the natives to buy the crystals
- Find the time machine before your presence in the sanctuary becomes unstable

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- Detailed Booklet
- Save to Disc option (CBM 64)



## WATERLOO

SPECTRUM 48K £9.95

- 1 Player wargame against Wellington
- All graphic map representation of the Waterloo Battlefield
- 3 Levels of play
- French army has "intelligent" corps commanders — you can give them full command of a corps or unit orders
- Detailed Booklet
  - Full details of terrain feature and realistic strongpoints

## LOOK OUT FOR AUSTERLITZ

Launch date Nov 1985  
(Spectrum only)

## BBC OWNERS WATERLOO

BBC B Cassette £9.95  
BBC B Disc £12.95

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- Joystick or Keyboard options
- Simultaneous movement etc by both players
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Welcome to IDEAS CENTRAL. My name is Melissa Ravenna, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the men who keep those rogue robots in order — Jackson T. Kellher.

Jackson makes sure OTISS, Big Rnd. X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell him — but I can't rely on them to make a good job of it. So the IDEAS CORPORATION send your truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So send your game hints and cheats to Melissa Ravenna, IDEAS CENTRAL, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Now — let's take a look at what the BH squad have come up with . . .

## POKES

I mentioned that we would be sending software to the person who sent in the Star Tip of the Month. That first honour goes to Barry Unwin of Sunderland. I shall be looking out some games for you personally Barry. Who knows what you would end up with if I let the Bug Hunters deal with it? Speaking of the BH Squad they have been out and about collecting hints, tips and pokes for your favourite games. So read on and see what info they've discovered.

### • AMSTRAD

**STAR POKES** for the AMSTRAD come from Barry Unwin of Sunderland. **Defend or Die** — 10 MEMORY 16283 20 LOAD 'DEFEND OR DIE' 30 POKE 25828 255 40 POKE 25823 255 50 CALL 16421 This will give you 99 lives and 99 smart bombs.

**Starstrike** 10 MEMORY 5119 20 MODE 0 BORDER 0 30 FOR G=TO 15 READ P INK G.P. NEXT G 40 Data 0,2,8 18 20 24 26,26 26 26 26 26,26 15 50 LOAD SETUPUR 32768 60 CALL 36506 70 LOAD

\*CODE BIN \$120 BD POKE 97920-POKE 97930 90 CALL, 1040 This will replenish your energy after each successful attack on the Death Star.  
**Knight Lore/Amstrad** Richard Alpin of Bristol gave us some Pokes for Amstrad Knight Lore. Rewind the tape and type MEMORY \$1999 LOAD 0 & 2000 when it has loaded type 10 FOR T=\$A000 TO AAO0F READ A POKE TA NEXTPOKE &4990 20 DATA 243 33 03 27 17 0 0 1, 12B 237 176,195,0 0 30 MODE 1,CALL &A000 RUN  
 This will give you infinite lives

### • TEXAS

What's happened to all you Texas and Dragon supporters? X + B-Con could only find one poke for each! — Anyway, let's see what they have come up with. The one for the Texas game on Alpenet, Hoppers, Munchman, Munchmbo and Moonmin. When you use it you can choose the number of lives etc at the start of the game. Select the game you want and when the title screen comes up quickly hold down the shift key and press the keys 838. For instance on Munchman first type a number one less than the screen you want to start on then the speed and then the number of lives you want. Thanks to J. Setzer of Cumbria for that one.

### • DRAGON

Jon van Siers of South Wirral sent in the following pokes for the Dragon — Menic Miner. To get onto any screen type "P" the game will pause. Now type Penguins. A boat will appear in the right bottom corner. Press break and the game will pause press A-V to go on to any screen.

**Dokey King** For 255 lives. Before executing type POKE 12914 n=1-255 lives.  
**Dungeon Raid** — press "C" after your go and you will start where you left off.

### • BBC

**BBC Lovers** will be glad to know we have a few for them also. A. Finn of Stroud has a Poke for Castle Quest and Wizards. To stop the bowmen firing in Wizards, \*LOAD the main machine code program and then %337AA=800 and CALL the execution address [this can be found by \*INFO for a disk based system] and OPT 1,2 for a tape based system] To get more lives than normal on Castle Quest, \*LOAD the main machine program then %433E=8 & the number of lives you want [in Hex] up to FF (256) [in base 10]. Next CALL the execution address.

Simon Banks of Malvern gives his pokes for Son of Blagger Type LOAD and when found stop the tape and press RUN/STOP. Now enter POKE 913 237 POKE 924,126 POKE 925 227 Return.

Then type SYS but DO NOT press return. Press Play and Return at the same time. Once loaded type NEW Then type FOR A=9024 TO 14783 RETURN POKE A,0 NEXT. Now type SYS 33921 to start the program. This will destroy oil spills

### • SPECTRUM

**Starlent**: Rewind tape to beginning and type in CLEAR 65535:LOAD "" CODE RANDOMIZE USR 23303 If your tape comes in the normal cassette box type POKE 46526,0 If it comes in a different box type POKE 46600,0 Then all type GOPO 30 to start the game and you have infinite lives.

**Dragonfire**: You will need a specialised loader program for this one. Type LOAD '' and start game tape. Once Dragonfire has been printed up stop the tape and press the BREAK key type in and run the following program:  
 10 FOR F= 23296 TO 23297 READ A POKE E,A NEXT F RANDOMIZE USR 23296 20 DATA 49,122,96 221 33 16 169



# IDEAS CENTRAL

volcano. Wait till the rain stops then walk and jump at the same time. This takes practice to perfect.

Sometimes the blue squares you touch are not activated. To activate them you must touch other blocks first.

## FOURTH PROTOCOL

Although C64 owner Alex Prior of Doncaster has only got 35% on the first part of the game what he has found out so far might be of help to other novices.

Festly unless you check the security of Building 17 you will be told off and your prestige will decrease. The trick is to raze off the basement, computer rooms, data rooms, security door, both offices main entrances, photocopy room, key desk and the tea room.

A clue Check the 'Nato Docs file and transfer all the files that are named in the Nato Docs file. These files are available from Blenheim. The number is listed under telephone in your Isling system.

When Johnstan is suspected follow him with 25 men and then wait and see. By doing this you will gain at least 22% in prestige.

Follow Abbs and her companion with 25 watchers each. When asked for a course of action select Other suggestion Then type the word DEFECT. The computer will then ask WHO. Next type in Ms Abbs companion's name.

When the memo about the list of houses arrives put 25 men to watch the subject then to watch his wife's lodger.

When the memo about burying a package arrives ring the number at once. Then dig it up, hand it over to Special Branch. Follow Bratton with 25 men — NOT Thor. You can check this by asking for these files from Blenheim. After a while you may discover something interesting about Bratton if you do phone

Medical Security and tell them his name. The clue to the reason is to do with the devil not his mind.

## NIGHTSHADE

Hot off the presses comes these tips for Ultimate Nightshade from Jeremy Youngman of Norfolk.

Take a look at the table and you will see four antibodies along the top and four high level monsters down the left-hand side.

Unlike low level monsters — acid pools germs etc — the high level monsters cannot always be killed with a single antibody.

When hit by an antibody a high level monster may turn into a low level master turn into a different high level monster or multiply into two masters of the same type. If you shoot one of the pair again it will die.

On the table an arrow [→] indicates the new master formed and a ×2 indicates the master doubling. There are never more than four antibodies waiting to be collected in a room.

Whilst normal high and low level monsters progress your plague by one colour a guardian master (one of the four to be killed) will totally consume an elite.

Jeremy reckons that certain of the maps are totally devoted to one type of high level master.

Always be prepared and carry a large quantity of the correct antibody.

If you come across a potion you may as well reflect a set of antibodies nearby.

Always put your guardian killers at the bottom of the weapon stack — even if you have to clear it of antibodies.

That way you carry maximum antibodies without having to fire your guardian killers which do not kill normal monsters.

## ELITE

Richard Shaw of Sutton Coldfield has sent some clues for the Amiga version of Elite. As the controls can be difficult for a beginner it is best to decide whether to use the keyboard or joystick.

Richards advises to go for a self-centring joystick as using the keys can make the Cobras do some funny things.

Spend as much time flying around practising using missiles on asteroids.

Tactics: Computers lures and narcotics are the best items to trade with Gold and platinum can also be used. DO NOT carry 35 tons of narcotics as this will raise the vipers. Only take a few tons along with other cargo and the Vipers will only come to look. Once you have gained enough credits the first thing to buy is a docking computer. Keep trading between an agricultural and an industrial planet far as long as you can but watch which governments you trade with.

If attacked by three or more ships in a bunch knock one out with a missile while at long range and follow one of the rest. This means one less annoying you and you are not a sitting target.

When a ship is seen on your scanner face it and manoeuvre it into the centre of your targeting cross.

Target a missile. When it larks on your lasers will be in range and ready to use on that ship. Don't attack ships in the safety area as this will bring the Vipers out and your docking computers won't work try ramming ships instead.

When Thargoids attack try to destroy the mothership first. This will disarm the fighters and you can scoop them up as alien times. Don't use the fuel scoops to pick up cargo canisters if you cargo hold is full or else they will explode and destroy your shields. Alien items can be picked up as on

exception to this rule.

When trying to cool down your lasers hyperspace or approaching the planet, look through one of the side views as this will speed the process up.

Richards has also found a bug in the game — when you are galactic hyperspace on the countdown press docking computers this will take you back to the same space station but in the next galaxy. This is useful because most galactic hyperspace will land you on an Anarchy planet in the next galaxy.

## FRANKIE GOES TO HOLLYWOOD

To start with if you park the Link jacket and go to the ZTT room and use it you will be immune from the bullets that come from the wall. Then press the yellow button for the puzzle.

When it shows you six buttons move the cursor onto them in this order top right, top left, bottom middle, bottom right, bottom left and top middle, pressing like each time.

The wedding ring can be used in the War and the Cybernetic breakout rooms to save from pain.

The security card can be used in the terminal room with disks to activate the computers which will give you access to games.

When the murder has been committed if you go back into the room with the body in a window will appear.

Do not waste anything as the difficulty of finishing the game will be greater. On the Talking Heads screen shoot the hole at the very top of the screen.

Turn him down to the middle of the screen and get him interested in your barrage. Now move to the top of the screen and open fire on him continuously until his bullets reach you. Then repeat the process.

ANTI BODY				
NASTY				
	kills	→ 4	✗ 2	→ 6
	→ 5	kills	→ 1	✗ 2
	✗ 2	→ 6	kills	→ 2
	→ 3	✗ 2	→ 6	kills

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Before Luke Skywalker and Han Solo there was another great space hero — DAN DARE. Dan blazed across the spaceways long before the Star Wars crew had even stepped out of their anti-grav nappies! Now Virgin Games are recreating the adventures of Dan Dare and his faithful partner Digby in a soon to be released arcade adventure, C+VG stepped aboard Dan's spacecraft, the Anakonda, to get a sneak preview. Meanwhile good old Digby contacted us on the sub-ether waveband to inform the uninitiated all about his great chum Dan Dare!

# DAN

## PILOT OF THE FUTURE

"Hello? Is that the Editor of Computer and Video Games? It's Digby here, Sir — Albert Fitzwilliam Digby, Spaceman Class 1, Interplanetary Space Fleet. I've got those details you wanted about Colonel Dare. Are you ready to take this down?" Righto, then — here we go.

Colonel Daniel MacGregor Dare, born February 5, 1967, Manchester, England. Mother Jean MacGregor, younger daughter of the MacGregors of Culoden. Father 'Mad Billy' Dare, explorer and space pilot. Colonel Dare's father was the first man to explore the dreadlocked Matto Grosso

Dan entered Rossall School. By all accounts he was a bright lad, but, a bit of a rascal. He got six of the best the time he climbed the school clock tower! But he was Captain of the school when he left to go to Cambridge — and it wasn't long before he had his degree and moved on to Harvard.

Now, this is where the story really starts. In 1987, at the age of 20, he joined the Space Fleet as a Cadet Navigator. By the time he was 24, he was a Pilot Major and was sent for an Interplanetary Exploration Concourse on the Moon. At 29 he was Chief Pilot and was under the direct command of Sir Hubert Guest, Controller of the Fleet.

Most probably you know a bit about what happened after that. A lot of our adventures — Colonel Dare's and mine that is — appeared in a weekly

paper called *Eagle*, by court-

... a brilliant writer and artist called Frank Hampson

I'm sorry to have to tell you that Mr Hampson died recently, but you should see the work he left behind. A lot of his tales of Colonel Dare are available in book form.

I hear what you might want to hear about is all the times we've battled — and beaten — that evil, green refugee from a reptile house, the Mekon. Without Colonel Dare, Sonar and the rest of the crew of Venus would still be suffering under his mad, despotic rule. I've lost count of the number of times we've foiled his dastardly schemes.

What d'you mean, there's somebody on the other line? Just hold you horses, lad — I

haven't had time to tell you about all the other weird beasts we've come up against. It makes me space-sick just thinking about some of them!

What about old Xel? He was a nasty piece of work right enough. And then there were the Phants — Colonel Dan and I journeyed to the other side of the Universe to stop them conquering the peace loving Crystals.

What's that? You think you've got enough? Enough my Aunt Anastasia! I haven't told you yet what kind of man he is. You see, what makes the Colonel so special is that he's a Hero in the real sense of the word. He gets by on intelligence, commonsense, determination — and a good old Brush stiff upper lip!

Anyway, you haven't told me why you want all this. A new computer game, you say?

Palpatining Planets! What will

fully and find the fabulous El Dorado. At the age of 12, young



# DARE

## E FUTURE



they think of next? Colonel Dan'll be tickled pink! ■

### THE GAME

Virgin's *Dan Dare* game has been masterminded by programmeur Andy Wilson — who admits to being a DD fan.

"We've attempted to keep the game as close to the spirit of the original comic as possible," he says. "For instance, Dan doesn't kill people. His ray gun is always set to stun. And he'd rather use his fists than a gun anyway." Punch-ups are built into the game — but more of that later!

But first here's *Dan*.

Deadly fusion He has to save the world — of course. This time the Mekon, Dan's melon-headed arch-enemy has

constructed a giant bomb inside a hollowed out asteroid and aimed it at the Earth. Dan has to stop the asteroid and capture the Mekon.

The planetoid is being controlled by six satellites. Dan must first knock out the satellites and then dive into the caverns of the planetoid, save Digby and Professor Peabody and capture the Mekon.

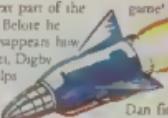
The first half of the game takes place above the planetoid's surface. Dan dressed in his space gear —

has to find the gadgets which deactivate the satellites and stick them in the right place while fighting off attacks from the Treen the Mekon's specially trained bodyguards.

He also has to stop dear old Digby getting captured by the Treen. Which isn't easy, as they will get him in the end anyway because that leads on to the

next part of the game!

Before he disappears however, Digby helps



Dan finds the deactivators by pointing the way for him.

Once he's destroyed all the satellites, Dan — now in his smart Interplanetary Space Fleet uniform — has to find an entrance to the underground caverns where his friends are being held captive. Here the game becomes an action arcade adventure as Dan has to solve lots of problems and puzzles as well as having the odd punch up with a Treen or two.

"We had this feature in long before the boxing and karate games came along," said Andy. "I've included an intelligent fire button which means that you hit it when there's a

Treen within boxing distance. Dan will start some fistcuffs!"

Andy has developed a unique four-way scrolling method to capture the comic book flavour. Each screen looks like a frame from a comic — and Digby "talks" to you via speech bubbles. Captions also appear at the top of the screen, comic style.

The graphics are big and bold. Ian Mathews is the man responsible for the C64 and Amstrad versions' graphics and has produced some really impressive visuals for the game.

We confidently predict that Dan's computer game debut is going to go down well with his fans — new and old. But I've a sneaking suspicion that the real smash his characters from the game is going to be Sirpey a cute mini-elephant creature. Watch out for him!

**DAN DARE PILOT OF THE FUTURE**

TO BE CONTINUED...  
CHAPTER 1

**DAN DARE PILOT OF THE FUTURE**

CHAPTER 2

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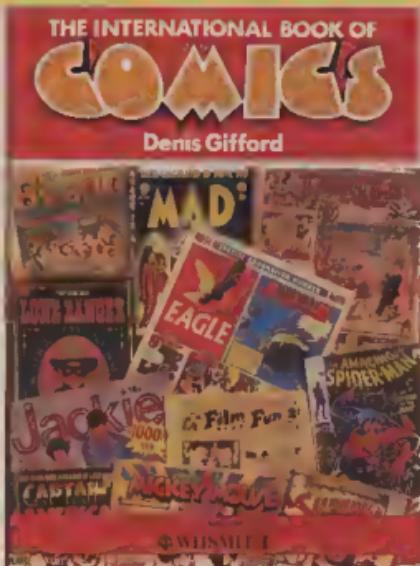
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## C+VG COMPETITION

# ARTIST OF THE FUTURE



**S**pace heroes don't come much tougher than good old DD and his faithful sidekick Digby. But maybe you know better? To help celebrate the launch of Virgin's *Dan Dare* game we're offering some very special prizes to the top prize winners in our exclusive DD competition.

What we'd like you to do is create your OWN Dan Dare comic strip — or if you don't want to feature Dan, why not invent your own comic hero? We'd like you to tell your comic story in no less than eight comic style panels and in no more than 16. You can use colour or black and white and any materials you wish to, your strip can be in black and white or colour, in pencils, ink or any other medium. Just take your pick. Your story can be about anything — but it must have some sort of space/sci-fi theme. We'll print some of the best strips in a future issue, so you can boast to all your friends that you've had something featured in C+VG!

Once you've drawn your strip, package it up carefully and send it to Computer + Video Games, Dan Dare Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th, normal C+VG competition rules apply and the editor's decision is final. Anyone who argues will have Big Red to deal with!

Don't forget to attach the coupon to your entry and give us all the details about your age and which computer you own. We know lots of our readers are gifted artists — so get cracking, we can't wait to see your strips!

### THE PRIZES

There are three age groups — Under 9, Under 15 and 15 and over. Three first prize winners in each category will get a copy of Dennis Gifford's International Book of Comics, packed full of information and details about comics from the year dot. They'll also win a special Big Red t-shirt and a copy of the *Dan Dare* game for the Spectrum or Commodore 64. 20 runners-up will get a copy of the game from Virgin. Don't forget to include a stamped addressed envelope if you want your illustration back!

### C+VG/VIRGIN DAN DARE COMPETITION

Name \_\_\_\_\_  
Address \_\_\_\_\_

Age \_\_\_\_\_ Computer owned: Spectrum  C64   
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# WANTED: COOPER-MAN

Are YOU game for a laugh? We reckon you just might be if you buy Computer + Video Games every month! Seriously though — do you reckon you could be the funniest thing since Russ Abbot? Do you think you've got what it takes to be the Young Cooper-Man? And would you like a free game?

Along with our mates at Probe Software, the people behind the new Russ Abbot game, we've come up with a neat competition exclusively aimed at C+VG readers.

We want to find the person who could play the Young Cooper-Man. The right person will get to meet Russ and appear on one of his shows! Interested? Well, all you have to do is fill in the special C+VG coupon and send it to Probe Software, 155 Mitcham Road, London, SW7 3LN together with a photograph of yourself.

We also want to have your best jokes to print in C+VG! Probe will give the 10 best jokers a copy of their latest game Devil's Crown, which is available for the Amstrad and Spectrum. So even if you don't get to be Cooper-Man you could well get a free game and see your joke printed in C+VG.

So don't delay, fill in the Cooper-Man Coupon today. REMEMBER don't send it to us at C+VG. Mail your entry direct to Probe Software.

Probe will be arranging auditions for the young super-Cooper in the near future and C+VG will be announcing the winner in the soonest possible issue.

## C+VG/PROBE/RUSS ABBOT COMPETITION

Name.....

Address.....

Age..... Tel no:.....

Interests.....

Why do you think you'd make a good Young Cooper-Man?

My joke goes like this:.....

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to underground lair, Monty must select the correct five elements of his freedom kit from the many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure.

At last he's free but can he make the cross-channel ferry on time?

CBM64

Spectrum  
48K

Score: 00000 00 00000 00000

Time: 00:00

Knapsack Tunnel

Score: 00000 00 00000 00000

Time: 00:00

The Hall Of Justice



Score: 00000 00 00000 00000

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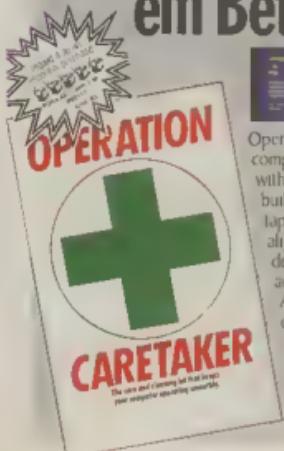


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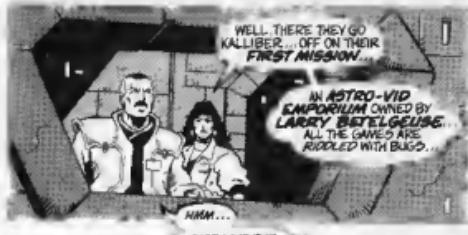
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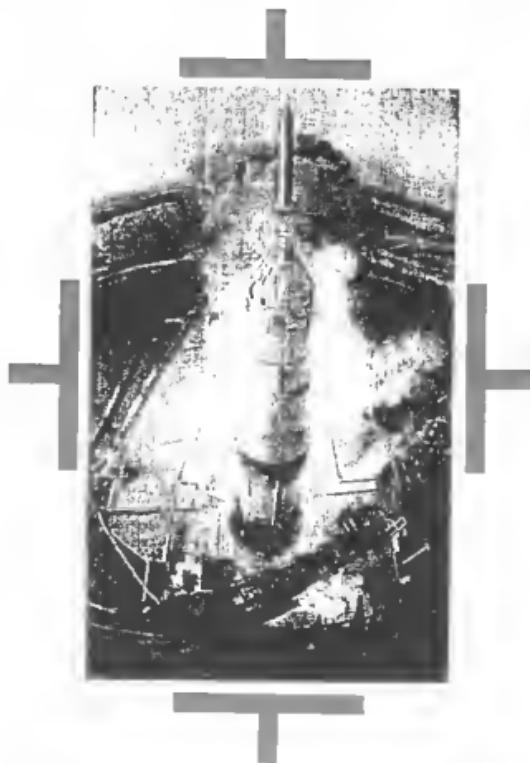
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# POKER

### • SPECTRUM 48K

**Okay, card-sharps, here's a chance for you to be flushed with success.**

The game is for two players each of whom is dealt five cards each. Player One's cards appear at the top of the screen, face up. Player Two's appear below, face down.

The computer will ask if you want to bet, or require help finding a winning hand. If you want help (press 0), the computer will print each winning hand and examples from the best and worst in the middle of the screen.

Each player begins with £1,000. The minimum bet is £10 and the maximum £999. Go under £10 and your opponent wins. The first player to break the computer's bank of £250,000 wins the match.

Although a little Poker knowledge is required to play the game properly, the beginner should have fun as well.

• Russell Ould

```

0 PEH RUSSELL 09/22/1984
0 SUB PAPER 1 BORDER 1 INK 408 G
0 SUB B500 GO SUB 350 CLS
30 LET X=1 LET Y=0 IF PC=2 T
HEN LET Y=13
40 FOR U=1 TO 5 LET Z=C(C) G
0 SUB 370 LET H(U,PC)=Z
45 GO SUB 100 LET E(U,PC)=S
LET J(U,PC)=UR NEXT U GO SUB 400
50 IF PC=1 THEN AT 99,0 GO SUB 140
PRINT AT 99,0 PLD,END
100 PRINT "PLAYER ",B(1),AT 10,10,PLD,END 1," ,AT
110 PRINT "CASH ",E(R/R),AT 10,20,B(1),AT 10,24
120 PRINT "B(1)",AT 10,30,B(1),AT 10,34
130 PRINT "B(1)",AT 10,40,B(1),AT 10,44
140 FOR N=1 TO Y+3 PRINT PAPER
7,AT N,X,NEXT N
110 LET SU=INT -(Z-1)/(13)
111 LET SY=144+SU LET UR=Z-(13
112 IF SU<0 THEN INK S

```

```

120 LET NU=147+VA
125 PRINT PAPER 7,AT .,X,CHR$ N
130 AT Y,X+4,CHR$ NU AT Y+8,X,CHR$ NU
135 FOR N=1 TO VA IF A$=IN,N 1'
140 THEN PRINT PAPER 7,AT /+A$+VA
145 NEXT N INK S RETURN
150 LET Y=13 LET X=1 FOR U=1
155 TO S FOR NEY TO Y+8
160 PRINT PAPER 7 AT N,X, INK A
165 [REDACTED] NEXT N LET X=X+45 NEX
170 T LET Y=0 RETURN
175 GO SUB CL REM ALL CHANGE
180 PRINT AT 10,1 PAPER 8, ENT
185 EP CARD NUMBERS TO CHANGE
190 PRESS 5 / 6 TO CONTINUE"
195 INPUT " ",LINE HS IP HS=
200 THEN GO TO 160
205 IF LEN HS$>S THEN GO TO 150
210 IF ".,">H$ THEN GO SUB CL G
215 TO 500
220 GO TO 300
225 FOR Z=1 TO 5 IF Z LEN HS T
230 HEN RETURN
235 IF "4$Z<1" OR HS.ZI."8" T
240 HEN BEEP .8,10 GO TO 150
245 NEXT N RETURN
250 GO SUB CL REM BBB
255 LET BL=0 LET RE=0 LET II=0
260 IF PC=1 THEN LET RE=10
265 IF PC=2 THEN LET II=11
270 PRINT AT II,0, PAPER 2, "FLA
275 YER PC," HOW MUCH DO YOU BET?"
280 INPUT " " OR PRESS .8 FOR CARD
285 HELP ",LINE HS IF HS="" THEN
290 GO TO 160
295 IF HS="0" THEN GO SUB 6000
300 TO 500
305 GO TO 270 LET BE=BVAL HS
310 IF BE>R1(PC) THEN GO TO 310
315 IF BE>3999 THEN PRINT AT II
320 IT IS PAPER 2, THE MAXIMUM BET LIM
325 IT IS 3999, LET BL=1
330 IF BE>10 THEN PRINT AT II,3
335 PAPER 2, "SORRY MINIMUM BET LIM
340 IT IS 210, LET BL=1
345 IF BL=1 THEN BEEP .8,10 GO
350 TO 205
355 LET B1C1=BE LET R1=PC(R1(PC))
360 PRINT AT RE,B1C1
365 PRINT ,AT RE,B1C1
370 GO TO 150
375 FOR Z=1 TO LEN HS IE ZLEN
380 HS THEN RETURN

```

```

GIES!! GO TO 900
7200 NEXT Z LET PC=1 LET WB=0
FOR Z=1 TO 2 LET BIZ=0 NEXT
Z CLS GO TO 30
750 REM WIP - 1
760 LET WI=INT D(PC)+B(PC) LET
R1(PC)=R+(B+I(PC))+WI RETURN
800 PPINT AT 10,0 PAPER 2 BOT
H HANDS HAVE EQUAL HIGH-CARDSTHE
BEFORE ALL BETS ARE RETURNED.
810 GO SUB P5 GO TO 720
8900 REM CLR 2 AGAIN SEMP
8910 GO SUB CL IF R>11 10 OR P
R>25E4 THEN PPINT AT 13,4.
8915 IF R(2)<10 OR R(1)>25E4 THE
N PPINT AT 8,4
8920 PRINT "FLASH 1 "/YOU HAVE WON
THE MRTCH!" FOR Z=1 TO 2
8925 IF P(Z)>25E4 THEN PPINT FLA
H 1;"YOU VE BROKE THE COMPUTER
BANK". GO TO 935
930 NEXT Z
935 PPINT AT 9,9 "FLASH 1 "/CASH
R>R1 AT 12,9 "FLASH 2 ",R>R1
940 PPINT AT 11,3 "FLASH 1 ",PAP
EP>2 "DO YOU WANT ANOTHER GAME?"
950 INPUT "<Y> OR <N> " LINE Q
IF G$="" THEN GO TO 950
950 IF G$="Y" OP G$="Y" THEN RU
N
999 GO TO 9999
0000 LET PP=1 PEM R=PC
0000 GO SUB 3000 LET CC=A$20 L
ET CHE=1 LET PI=2 GO TO 0000
0030 IF PI=3 THEN LET FS(PC)=A
STRAIGHT FLUSH" LET OD=30 GO T
OD
1000 REM 13
1100 LET CHE=0 FOR Z=1 TO 2
1200 IF U(Z,PC)=J+2+1,PC1 AND J1
,PC1=U(Z+2,PC1) AND J1
,PC1 THEN LET OD=25
1300 IF OD=25 THEN LET FS(PC)=F
URS" LET L(PC)=J+1,PC1 GO TO
1999 NEXT Z RETURN
1999 LET PP=1 REM R=PC
2000 GO SUB 3000 FOR P=1 TO 3
2001 IF U(P+1,PC)=J+1,PC1 AND J1
,PC1=U(P+2,PC1) THEN LET FH<2
FH>2 THEN NEXT P RETURN
2070 FOR Z=1 TO 4 POP P=1 TO 3
IF U(Z,PC)=J+1,Z+1,PC1 RND J+1,PC
1-J1,PC1 THEN NEXT P LET OD=P
2080 IF OD=22 THEN LET FS(IPC)=A
FULL HAND LET L(PC)=J+3,PC1
GO TO DC
2099 NEXT P NEXT Z RETURN
2100 LET PP=1 REM R=PC
2101 GO SUB 3000 FOR Q=1 TO 4
2102 POP Z=1 TO 5 LET TE=143+0
2103 IF TE=14Z,PC1 THEN NEXT Z
2104 LET OD=20 LET L(PC)=J+5,PC1 LE
T FS(PC)=A FLUSH" LET O(PC)=OD
2133 IF OD=20 THEN LET L=13 LET
F14=1 IF OCHE=1 THEN GO TO 2460
2134 IF OD=20 THEN GO TO DC
21399 NEXT Z RETURN
21400 REM B=PC
21400 FOR Z=1 TO 4 IF U(Z,PC)+1=
(Z+1,PC) THEN NEXT Z LET OD=16
GO TO 2440
21430 FOR Z=1 TO 5 IF J1Z,PC)=5+
4440 IF OD=18 THEN LET FS(PC)=A
STRAIGHT" LET L=5L LET L(PC)=
J+5,PC1

```

4340 IF OD=18 AND FI=4 AND CHE=1  
 THEN LET FI=3 GO TO 2030  
 4340 IF OD=18 OR OD=20 THEN GO T  
 43499 NEXT P PETUPN  
 4350 LET PP=1 REM ~~REH~~  
 4351 GO SUB 30000 FOP Z=1 TO 3  
 43520 IF J(1,Z,PC)=J(Z+1,PC) AND J(1,  
 Z,PC)=J(Z+2,PC) THEN LET FS(PC)=  
 "THREE'S" LET OD=14  
 43530 IF OD=14 THEN LET L(PC)=J(3  
 ,PC)  
 43599 NEXT Z RETURN  
 43600 REM ~~B 35~~  
 43620 LET Z=1 FOP F=1 TO 4 IF J  
 (P,PC)=J(P+1,PC) THEN LET Z=Z+1  
 43630 NEXT P IF Z=3 THEN LET FS:  
 PC)="TWO PAIRS" LET OD=10 LET  
 L(PC)=J(4,PC) GO TO CC  
 43699 RETURN  
 43700 REM ~~REH~~  
 43730 FOR Z=1 TO 4 IF J(Z,PC)=J  
 (Z+1,PC) THEN LET FS(PC)="ONE PAI  
 LET OD=6  
 43740 IF OD=6 AND FH=1 THEN GO TO  
 42230  
 43750 IF OD=6 THEN LET L(PC)=J(Z,  
 PC) GO TO CC  
 43799 NEXT Z PETURN  
 43800 REM ~~REH~~  
 43805 GO SUB 4000 LET FS(PC)="HIGH"  
 LET OD=3 IF J(5,PC)>10 TH  
 EN GO SUB 3100  
 43810 IF OD=3 THEN LET L(PC)=J(5,  
 PC)  
 43820 LET L=5 LET O(PC)=OD LET  
 OD=0 RETURN  
 43830 REM ~~REH~~  
 43840 FOR P=1 TO 5 LET D(P)=J(P,  
 PC). NEXT P GO SUB 4000  
 43850 FOR P=1 TO 5 LET J(P,PC)=D  
 (P) NEXT P IF PP=1 THEN RETURN  
 43899 NEXT P PETURN  
 43900 REM ~~REH~~  
 43910 IF J(5,PC)=11 THEN LET FS(PC)  
 )="JACK HIGH"  
 43920 IF J(5,PC)=12 THEN LET FS(PC)  
 )="QUEEN HIGH"  
 43930 IF J(5,PC)=13 THEN LET FS:P  
 C)="KING HIGH"  
 43940 RETURN  
 44000 LET SD=5 REM ~~B 35~~  
 44100 LET ZZ=1 LET SD=INT (.50/2)  
 IF SD=0 THEN RETURN  
 44200 LET YY=.5-SD  
 44300 LET XXX=ZZ  
 44400 LET XXX=XX+SD IF D(XXX)=D  
 (XX) THEN GO TO 4090  
 44500 LET W=D(XX) LET D(XXX)=D  
 (XX)  
 44600 IF X>Y=1 THEN GO TO 4040  
 44900 LET ZZ=ZZ+1 IF ZZ<Y THEN  
 GO TO 4030  
 44110 GO TO 4010  
 44120 PRINT AT 10,0, PAPEP &  
~~REH~~  
 IS 5 CARDS OF THE  
 SAME SUIT AND IN SEQUENCE.  
 44200 GO SUB GO PRINT FV N,  
 44564-7440 IS A STRAIGHT, LUSH  
 CLUBS & 4,5,6,7&8.  
 44300 GO SUB GO PRINT PAPER P,  
 44575 IS 4 CARDS OF THE SAME  
 IND 4 TENS 4 KING 4 FIVES etc.  
 44640 GO SUB GO PRINT PAPER P,  
 44650 IS 3 CARDS OF 2 CARDS  
 F THE SAME KIND ACES & 2 TEN  
 44650 GO SUB GO PRINT PAPER P,  
 44660 IS 5 CARDS OF THE SAME

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# HEEEBIE

• COMMODORE 64

Guide your cute little moran out of the maze by using the joystick to get him to start drinking the glass of warm milk on the other side of the screen.

**But avoid the walls and the Heekie Jeekies**

**Loading Instructions:** Load and Run part one of the program. Type New and Load part two.

New parts are added to the maze as you improve and there are three speed levels.

• Paul Hammond

```

3 REM****#DATA FOR M/C AND SPPITES****

100 AD=12500 X=0
110 REARD IFR=1THEM130
120 PO/EADXX:A X=X+1 GOTO110
130 AD=49152:X=0
140 REARD IFR=1THEM160
150 PO/EADXX:A X=X+1 GOTO140
160 END

1000 DATA1,252,0,7,255,0,12,249,128,24,112,132,51,38,96,51
1001 DATA38,96,128,112,249,124,249,240,127,255,246,119,255,112,115,254
1002 DATA112,56,32,224,63,7,224,31,255,192,15,255,128,7,255,0
1003 DATA1,252,0,1,220,0,1,207,0,3,199,128,7,128,0,0
1004 DATA1,252,0,7,255,0,15,255,128,31,255,192,59,118,224,51
1005 DATA38,96,128,112,248,124,249,248,127,255,248,119,255,112,115,254
1006 DATA112,59,254,224,57,252,224,28,113,192,15,7,128,7,255,0
1007 DATA1,252,0,1,220,0,7,156,0,15,15,0,0,7,128,132
1008 DATA0,0,0,0,0,0,192,0,48,192,0,48,96,0,96,180
1009 DATA0,96,118,238,224,63,255,192,63,255,192,53,90,192,17,89
1010 DATA128,21,74,128,31,255,128,15,255,0,15,255,0,15,255,0
1011 DATA7,254,0,7,254,0,7,254,0,3,254,0,0,0,0,0
1012 DATA0,0,0,0,0,192,0,48,192,0,48,96,0,96,113
1013 DATA17,96,123,187,224,63,255,192,63,255,192,53,90,192,17,89
1014 DATA129,21,74,128,31,255,128,15,255,0,15,255,0,15,255,0
1015 DATA7,254,0,7,254,0,7,254,0,3,254,0,0,0,0,181
1016 DATA0,48,0,0,120,0,0,252,0,1,254,0,3,255,0,6
1017 DATA121,128,13,182,192,13,182,192,130,121,224,31,255,224,31,135
1018 DATA224,31,51,224,14,121,192,12,252,192,7,255,128,3,255,0
1019 DATA7,120,125,14,205,192,28,284,224,57,206,112,115,135,56,255
1020 DATA0,48,0,0,120,0,0,252,0,1,254,0,3,255,0,7
1021 DATA255,128,13,254,192,13,182,192,30,121,224,31,255,224,31,255
1022 DATA224,31,3,224,14,1,192,12,140,192,7,255,128,3,255,0
1023 DATA7,123,128,14,205,192,12,204,192,28,294,224,61,205,246,123
1024 DATA2,16,128,3,17,128,25,255,48,13,255,96,7,57,192,6
1025 DATA214,192,126,214,252,17,57,224,31,255,248,63,255,248,110,56
1026 DATA73,179,131,228,31,255,248,51,255,152,33,255,8,3,131,128
1027 DATA6,0,192,12,0,96,24,0,48,24,0,48,68,0,0,120,255
1028 DATA2,16,128,3,17,128,25,255,48,13,255,96,7,255,192,6
1029 DATA254,192,126,214,252,15,57,224,31,255,248,63,199,248,110,0
1030 DATA236,79,1,220,31,131,249,51,255,152,33,255,8,2,131,128
1031 DATA6,0,192,6,0,135,3,1,128,1,131,0,3,121,128,106
1032 DATA0,252,8,3,255,0,5,121,128,13,182,192,13,182,192,14
1033 DATA121,192,7,255,128,3,255,0,1-254,0,0,252,0,1,206
1034 DATA0,3,135,0,3,135,0,7,3-128,7,3,128,14,1,192
1035 DATA142,1,196,228,0,236,248,0,124,112,0,56,0,0,0,0
1036 DATA0,252,6,3,255,0,6,121,129,13,182,192,135,183,192,15
1037 DATA55,192,7,255,128,3,255,0,1-254,0,0,252,0,1,206
1038 DATA0,1,206,0,0,135,3,135,0,3,135,0,7,3,128
1039 DATA7,3,128,38,3,144,62,1,240,28,0,224,0,0,8,0,4-1

```

# JEEBIE

2000 DATA173,0,220,201,126,208,3,206,1,208,201,125,208,3,208,1  
 2001 DATA208,201,119,208,15,24,56,177,0,208,195,0,141,0,208,144  
 2002 DATA3,238,16,208,173,0,220,201,123,208,24,206,0,208,234,234  
 2003 DATA173,0,203,201,255,208,12,173,16,208,41,1,201,1,208,3  
 2004 DATA205,16,208,239,0,203,173,0,203,201,18,208,22,173,248,7  
 2005 DATA201,200,208,5,169,201,176,31,192,169,200,141,248,7,169,0  
 2006 DATA141,0,203,96,168,0,162,8,189,5,208,201,58,208,5,169  
 2007 DATA2,157,1,203,201,209,208,5,169,1,157,1,203,189,1,203  
 2008 DATA201,1,208,5,222,5,208,76,147,142,234,5,208,232,232,224  
 2009 DATA8,208,213,238,11,203,173,11,203,201,18,208,53,162,0,189  
 2010 DATA205,7,201,204,208,5,169,205,7,201,173,198,169,204,157,250,7  
 2011 DATA232,224,2,208,234,162,0,189,252,7,201,206,208,5,169,207  
 2012 DATA76,197,192,169,205,157,292,7,232,224,2,208,234,169,0,141  
 2013 DATA11,203,96,162,0,189,12,208,76,201,30,208,5,169,2,157,1  
 2014 DATA204,201,244,208,5,169,1,157,1,204,189,1,204,201,1,208  
 2015 DATA6,222,12,208,76,208,192,204,12,208,232,232,224,4,208,213  
 2016 DATA162,0,189,254,7,201,208,208,5,169,209,7,16,192,169,208  
 2017 DATA157,250,7,232,224,2,208,234,196,173,249,7,201,202,209,5  
 2018 DATA119,203,76,78,193,169,282,141,249,7,96,88,169,56,141,20  
 2019 DATA3,169,193,141,21,3,128,96,173,8,204,201,1,208,3,76  
 2020 DATA9,234,32,8,192,32,100,32,211,192,32,25,192,173,31  
 2021 DATA209,41,1,201,1,208,9,169,1,141,8,204,141,8,204,234  
 2022 DATA173,0,203,141,0,205,201,3,208,14,169,1,141,8,204,141  
 2023 DATA10,204,173,0,205,76,43,224,173,0,205,41,1,201,1,208  
 2024 DATA0,169,1,141,8,204,141,9,204,76,43,234,169,15,141,74  
 2025 DATA212,169,128,141,6,212,169,3,141,5,212,169,17,141,4,212  
 2026 DATA160,0,162,0,238,6,212,232,208,258,200,238,1,212,192,128  
 2027 DATA208,246,169,0,141,4,212,96,169,15,141,24,712,169,128,141  
 2028 DATA6,212,169,8,141,5,212,169,33,141,4,212,169,0,162,0  
 2029 DATA238,0,212,208,33,208,232,208,247,200,208,1,212,132,254,208  
 2030 DATA239,169,0,141,4,212,141,33,208,96,255,255,0,0,255,255,-1

5 HS="#000400" HI=400  
 10 PRINTCHR\$(147) POKES3261 0 POKES3280,0  
 12 V=53248  
 15 SV\$49451 GOTO4800  
 20 LE=0  
 20 LE=1 LI=3  
 20 POKES3265,PEEK\$(52265)AND239  
 22 GOSUB3009 REM\*\*\*\*\*DPRN MAZE\*\*\*\*\*  
 23 GOSUB3009 REM\*\*\*\*\*DPRN SCORE\*\*\*\*\*  
 24 GOSUB1000  
 25 POKEV=31,0 POKEV430,0  
 26 FORI=52230TO52234 POKEI,I,0 NEXTI  
 26 R=8000 POKES3265,PEEK\$(52265)+R/16  
 100 REM\*\*\*\*\*THE GAME LOOP\*\*\*\*\*  
 110 IFPEEK\$(52230)=1THENSY\$49592 LI=LI-1 GOSUB3025 TFLI=THEHENF0  
 120 TFLI=0THEHEN4000  
 130 IFPEEK\$(52234)=1THENPOKE54273,0 SY\$49548 SC=SC+R LE=LE+1 GOTO60  
 140 R=A-2  
 200 GOTO110  
 299 END  
 1000 V=53248 POKEV+21,255 POKEV+16,50 POKEV+27,255  
 1001 POKEV+32,204 POKEV+39,8 POKEV2040,200  
 1002 POKEV+2,54 POKEV+3,200 POKEV+40,1 POKEV2041,202  
 1003 POKEV+4,32 POKEV+5,198 POKEV+41,4 POKEV2042,204  
 1004 POKEV+6,56 POKEV+7,200 POKEV+42,7 POKEV2043,205  
 1005 POKEV+8,24 POKEV+9,206 POKEV+42,2 POKEV2044,206  
 1006 POKEV+10,58 POKEV+11,100 POKEV+44,5 POKEV2045,207  
 1007 POKEV+12,100 POKEV+13,92 POKEV+45,6 POKEV2046,208



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# QUAKE

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• Mike White

```

1 REM **QUAKE ALERT**
2 REM **BY M.WHITE**
3 REM ** 1/8/85 **
5 DIM A(8):00TO 4000
10 SC=0:LIV=3:DRO=6:GOSUB 1000:GOSUB 2000
13 X=56:Y=30:OB=4:TIM=999
15 X1=70:X2=125:X3=182:Y1=30
20 A=USR(1568,0,X,Y,2)
30 A=USR(1568,1,X1,Y1,3):A=USR(1568,2,X2,Y1,3):A=USR(1568,3,X3,Y1,3)
35 POKE 53278,0
40 J=STICK(0):REN **READ JOYSTICK**
50 IF J=14 THEN Y=Y-2:IF Y<=26 THEN Y=26
60 IF J=13 THEN Y=Y+2
70 IF J=11 THEN X=X-2:IF X<=50 THEN X=52
80 IF J=7 THEN X=X+2
82 IF J=5 THEN X=X+2:Y=Y+2
84 IF J=6 THEN X=X+2:Y=Y-2
86 IF J=9 THEN X=X-2:Y=Y+2
88 IF J=10 THEN X=X-2:Y=Y-2
90 IF PEEK(53252)=1 THEN GOTO 200
94 IF J=7 OR J=5 OR J=6 THEN A=USR(1568,0,X,Y,0)
98 IF J=11 OR J=9 OR J=10 THEN A=USR(1568,0,X,Y,1)
99 IF J>12 THEN A=USR(1568,0,X,Y,2)
100 IF PEEK(53260)>1 THEN GOTO 200
110 IF PEEK(53252)=2 THEN GOSUB 300:SC=SC+60
112 IF OB<0 AND X>190 AND Y<35 THEN GOTO 350
115 POKE 53278,0
120 Y1=Y1+DRO:IF Y1>200 THEN Y1=30
130 TIM=TIM-1:IF TIM<0 THEN GOTO 230
140 POSITION 0,221? #6;"SCORE:";SC;" LIVES:";LIV;" TIME:";TIM;" "
150 SOUND 1,20,4,3:SOUND 2,Y1/2,10,2
160 GOTO 30
200 SOUND 2,0,0,0:A=USR(1568,0,X,Y,4)
210 FOR W=160 TO STEP -1:SOUND 1,77,8,W/10:NEXT W
215 FOR D=0 TO 50:NEXT D
218 LIV=LIV-1:IF LIV<0 THEN 250
220 X=55:Y=30:TIM=999:00TO 15
230 DP=PEEK(560)+256+PEEK(561)
235 FOR H=6 TO 28:POKE DP+H,38:NEXT H
240 FOR L=0 TO 20:FOR Y=0 TO 14:POKE 54277,Y:SOUND 1,Y*10,0,Y:NEXT Y:SOUND 2,50,
8,Y-2

```

# ALERT

```
245 FOR Y=14 TO Q STEP -1:POKE 54277,Y:POKE 1,Y=10,0,Y=MEXI Y=NEXT L
250 SOUND 1,0,0,0:SOUND 2,0,0,0:POSITION 5,III:#6;"Game over"
260 IF PEEK(53279)<6 THEN 260
270 GOSUB 1000:SC=0:LIV=3:GOTO 13
300 IF Y>=70 THEN POSITION 17,1:#6;"":OB=OB-1:SOUND 1,50,10,5
310 IF Y>90 AND Y<115 THEN POSITION 13,9:#6;"":OB=OB-1:SOUND 1,50,10,5
320 IF Y>115 AND Y<125 THEN POSITION 1,12:#6;"":OB=OB-1:SOUND 1,50,10,5
330 IF Y>125 AND Y<140 THEN POSITION 6,13:#6;"":OB=OB-1:SOUND 1,50,10,5
340 FOR D=0 TO 10:MEXI D=REURN
350 POSITION 3,12:#6;"CONGRATULATIONS"
360 LIV=LIV+1:DRO=DRO+2:COL=COL+16:IF COL>=210 THEN COL=0
365 FOR D=0 TO 150:NEXT D
370 GOSUB 1000:GOTO 13
1000 POKE 708, COL+8:POKE 709, COL+40
1005 POSITION 0,0:#6;" 1ZDDDBBDBZDDZDDQ"
1010 POSITION 0,1:#6;" YH      BZX  WQI"
1020 POSITION 0,2:#6;"ZZ\  FFFF\  F [ZQI"
1030 POSITION 0,3:#6;"ZXY\]FX\ZDZD\  YDZQI"
1040 POSITION 0,4:#6;"YH  [X YF  #  YQI"
1050 POSITION 0,5:#6;"Q  F [Q|Q  Z\ [QI"
1060 POSITION 0,6:#6;"Q\{ [Q|Q[Q\ ]ZX [QI"
1070 POSITION 0,7:#6;"YQ [Q|Q|Q[ZDZZQ [QI"
1080 POSITION 0,8:#6;"Q [Q  [Q  YH  [QI"
1090 POSITION 0,9:#6;"Q [Q JFZFFX wQ  ZQI"
1100 POSITION 0,10:#6;"H IQ      ]F\ YZC[""
1110 POSITION 0,11:#6;"Q BZFFFFFFZDDX IX ["
1120 POSITION 0,12:#6;"w YZDDZDDX JQ  ]"
1130 POSITION 0,13:#6;"Z\ ZX [Q wZX  JZQ JZ"
1140 POSITION 0,14:#6;"Z\ ZX JQ ZH  IFFFZZ\ Y"
1150 POSITION 0,15:#6;"X IX  ]ZDDDDDD\ ["
1160 POSITION 0,16:#6;"Q[ZQ [FFFDX YQ ["
1170 POSITION 0,17:#6;"YQ      IFF\  Q["
1180 POSITION 0,18:#6;"Z ZFFFFFFZDDH # Q["
1190 POSITION 0,19:#6;"BDDDDDDDDH [Z ["
1200 POSITION 0,20:#6;""
1210 POSITION 0,21:#6;"ZFFFFFFZDDH [Z ZFZPZ"
1500 RETURN
1990 REM **SET UP SPRITES**
2000 POKE 106,144:POKE 710,0:PMSTART=PEEK(106):F=PMSTART*256
2010 RESTORE 2100:FOR Q=1538 TO 1755:READ D:POKE Q,D:NEXT Q
2020 POKE 559,62:POKE 54279,PMSTART:FOR Q=0 TO 3:POKE 53248+Q,0:NEXT Q:POKE 704,30:POKE 705,53:POKE 706,53
2030 POKE 707,53:POKE 53277,3:POKE 623,8:IX=USR(1536,PMSTART)
2040 RESTORE 2050:FOR Q=0 TO 79:READ D:POKE F+Q,D:NEXT Q:RETURN
2045 REM **SPRITE SHAPE DATA**
2050 DATA 0,0,0,0,127,136,252,250,31,10,31,0,0,0,0
2060 DATA 0,0,0,0,254,17,63,95,248,80,248,0,0,0,0
2065 DATA 0,0,0,0,127,8,28,34,62,20,34,0,0,0,0
2070 DATA 0,0,0,0,24,126,128,255,255,126,126,24,0,0,0,0
2080 DATA 0,0,8,10,20,9,36,0,8,52,82,37,20,82,16,0
```



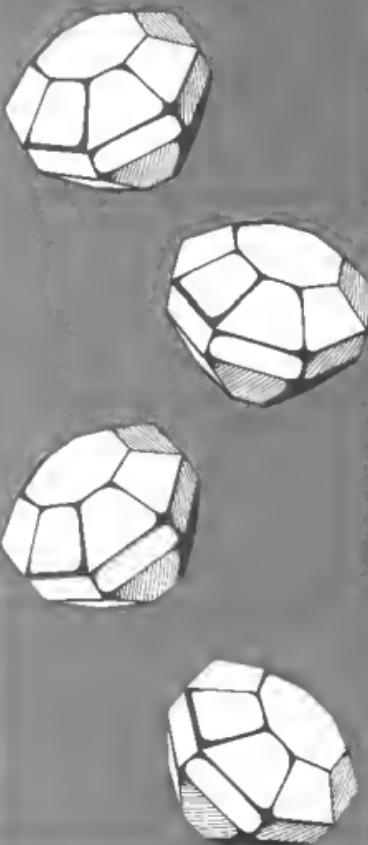
# QUAKE ALERT

```

2090 REM **SPRITES SETUP DATA**
2100 DATA 104,104,141,216,6,24,105,4,141,219,6,169,0,162,3,157,200,6,202,16,
250,169,7,182,6,180,67,32
2110 DATA 92,226,96,189,1,141,220,6,104,104,104,170,104,104,157,208,6,104,104,15
7,212,6,104,104,157,204
2120 DATA 6,169,1,157,200,6,169,0,141,220,6,95,173,220,6,240,3,76,96,226,182,3,1
89,200,6,208,6,202,16
2130 DATA 246,76,96,226,142,216,6,169,0,157,200,6,141,221,6,169,204,6,201,16,16,
21,169,204,6,10,10,10,10
2140 DATA 133,205,173,221,6,24,109,216,6,133,205,76,152,6,173,221,6,24,105,1,141
,221,6,169,204,6,56,233
2150 DATA 16,157,204,6,201,16,46,213,76,127,6,173,219,6,24,109,216,6,133,204,169
,0,133,203,160,255,145
2160 DATA 203,136,206,251,189,212,6,133,203,160,0,177,205,145,203,200,192,16,206
,247,174,216,6,189,206
2170 DATA 6,157,0,208,24,144,131,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1
92,206,224,240
2180 DATA 0,0,0,0,0,0,0
2990 REM **REDEFINE CHARACTER SET**
3000 RESTORE 3042:MT=PEEK(106):OT=MT-4:POKE 106,OT
3010 GRAPHICS 1+16? #6;"BACK IN A MO!" :CRO=PEEK(756)*256
3020 CRA+GT=256:POKE 756,OT:FOR N=0 TO 1023:POKE CRA+N,PEEK(CRC+N):NEXT N
3030 FOR K=1 TO 15:READ R#R#R#-32
3040 FOR I=0 TO 7:READ A(I):A(I)=A(I)+R#R#R#*256:GT=POKE B,A:NEXT I:NEXT K:GOTO 10
3041 REM **NEW CHARACTER DATA**
3042 DATA 93,3,3,15,31,31,53,127,27
3045 DATA 66,127,127,63,63,31,15,3,0
3050 DATA 68,255,255,255,255,255,207,134,4,0
3055 DATA 70,0,17,157,255,255,255,255,255
3070 DATA 92,192,192,240,248,252,252,254,254
3080 DATA 72,254,254,252,252,246,224,126,0
3090 DATA 74,31,63,63,63,63,31,15
3110 DATA 90,255,255,255,255,255,255,255,255
3120 DATA 64,0,0,6,26,62,127,255,255
3130 DATA 60,255,255,126,60,24,0,0,0
3140 DATA 81,224,240,240,224,192,192,224,240
3150 DATA 91,1,3,7,7,3,3,1,1
3160 DATA 67,0,60,126,255,126,90,128
3170 DATA 66,255,252,248,224,192,192,126,128
3180 DATA 89,255,63,15,7,7,3,3,1
4000 COL=0:POKE 53277,COL:POKE 53766,32:GRAPHICS 1:POSITION 5,61? #6;"quake alert"
4005 POSITION 6,61? #6;"By"
4007 POSITION 5,101? #6;"mike white"
4010 POKE 710,0? " PRESS START TO PLAY"
4015 ? " PRESS HELP FOR INSTRUCTIONS"
4020 IF PEEK(53279)<7 THEN GOTO 3000
4022 IF PEEK(732)=17 THEN GOTO 4030
4024 GOTO 4020
4030 GRAPHICS 0:POKE 710,0
4040 ? " INSTRUCTIONS"
4050 ? ? " YOU HAVE BEEN CHOSEN TO PILOT YOUR HELICOPTER IN AN UNDERGROUND MISSION"
4060 ? ? " TO RESCUE 12 SCIENTISTS.YOU MUST DO THIS BEFORE AN IMMINENT EARTHQUAKE
DESTROYS THE TUNNELS."
4070 ? ? " THERE ARE 3 MEN IN EACH HUT, TO RESCUETHM TOUCH THE HUTS.YOU SCORE PO"
4075 ? ? " POINTS FOR EACH MAN. IF YOU GET ALL THEMEN EXIT ON THE RIGHT OF THE SCREEN."
4080 ? ? " USE THE JOYSTICK TO CONTROL THE CHOPPER, IT HAS FULL 6-WAY CONTROL.
"
4095 ? ? " IF YOU DIE BY TOUCHING THE TUNNEL WALL, HITTING A FALLING BALL OR RUNNING
OUT"
4097 ? ? " OF TIME, WHEN THE EARTHQUAKE STRIKES. AN EXTRA LIFE IS GAINED FOR EACH
COMPLETED LEVEL."
4100 ? ? " ALL TUNNELS CAN BE NEGOTIATED, WITH SKILL AND PRECISION....GOOD LUCK"
4110 ? ? " PRESS START TO PLAY"
4120 IF PEEK(53279)<7 THEN GOTO 3000:GOTO 4120
4130 GOTO 4120
9999 FOR H=6 TO 26:POKE DF+H,36:NEXT H
10000 FOR L=0 TO 20:FOR Y=0 TO 14:POKE 54277,Y:SOUND 1,80,B,Y:NEXT Y:SOUND 2,200
,5,5

```

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**TOMY**

# STARCAST

Once again CLARE EDGELEY, IDEAS CORP's arcade spy has been venturing out into the game booths to bring you news of the hottest and neatest arcade games around. Here she reports on...

## ● BUBBLES

A game based on the kitchen sink is a pretty weird setting, but Williams has even hit upon their new game *Bubbles* in just such a location.

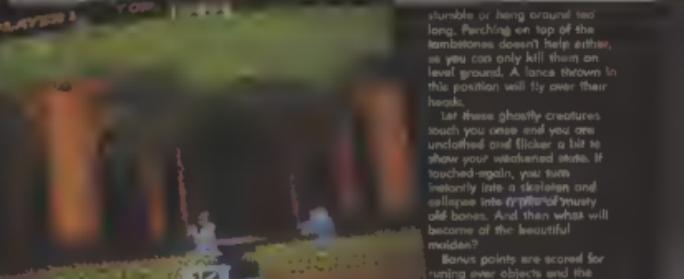
The idea is to rush round the sink swallowing up such tasty morsels as cups, canals and other floating garbage. All highly nutritious to your average bubble.

As you whilst round it feels like controlling someone on an ice skating rink, the bubble gets larger and larger until it eventually grows a face and starts to smile. At that stage it starts to eat and nothing is safe from its predatory jaws. The life of a bubble is a temporary one. After all razor blades don't do them much good and neither do sponges. One burst and the other absorbs and then the end of you if you happen to touch one of these lurking nasties. On the other hand, you do have some protection. On every level a known appears which must be swallowed instantly. That gives protection against sponges and reaches which look like huge hairy spiders crawling out of the plug hole.

It's curtains for your bubble if you skid too near a plug hole unless the centre is flashing green. I'm not sure what happens then as I kept running into these blades and was getting rather burned phewy.

Once the grasses have been cleared away, the top is turned on and you are whisked into another level over again.

*Bubbles* is neither oddball nor colourful—but each screen is shaded in blue, the colour of water I suppose. Williams must have been desperate to have concocted such a silly game.



## ● GHOSTS 'N' GOBLINS

A chase through a graveyard in the dead of night isn't everyone's cup of tea, but there are some who like being scared out of their wits and they will probably love *Ghosts 'n' Goblins*.

The walking dead, graveyards and droning funeral music are the main ingredients to the game—a rather macabre story from the Japanese company Capcom the Commandos people.

If all shuns at the edge of a graveyard where a beautiful young maiden is tending your wounds. Suddenly, on evil, satanic creatures swoop down from his ethereal eye and tears her from your grasp. Leaping up, you utter forevers exposed in your unities.

The spirits are on your side this dreadful night as you immediately stumble into a suit of armor. One minute you're standing there clothed only in a

lan cloth, the next you're equipped for war.

And then comes the spooky bit. The walk through the graveyard. The undead rise from the ground and, like every good horror movie, start closing in on you with bloodshot eyes, fangs like teeth and arms outstretched. You can stop them temporarily by throwing lances, though they do rise again.

Some levels stories have to be jumped and these are particularly dangerous. Three or four mistakes will rise on either side to trap you if you

stumble or hang around too long. Perching on top of the tombstones doesn't help either, as you can only kill them on level ground. A lance thrown in this position will fly over their heads.

Let these ghoulish creatures touch you once and you are unclothed and flicker a bit to show your weakened state. If touched again, you sum instantaneously into a skeleton and collapse into a pile of mushy old bones. And then what will become of the beautiful maidens?

Bonus points are scored for running over objects and the game has a continuous play facility which enable you to insert more money and continue from your last position. That's a nice touch as there is nothing as frustrating as having to start from the beginning each time you die.

*Ghosts 'n' Goblins* is fast and intriguing. Well worth playing if only to see what other horrors lie in store. I'm afraid the ghouls got me every time. I didn't even get to see the pictures which I presume He features are.

The only thing that might put you off is the music. Dracky stuff enough to give anyone sleepless nights.



SPEEDUP | MISSILE | DOUBLE

# DE ACTION

## ● PAC RAT

The huge success of *Avalon Rat* must have set the Ahab boys thinking. *Peter Pac Rat* is their answer to *Avalon*: a cuter little creature who is a Kleptomaniac. The way he goes about it makes a maggot look like an amateur.

The game starts off above ground with Peter in his tree house. The screen is the platform and ladders type with these silly objects scattered throughout. The hazards in the game are the animals which emerge from a hole and slinkily crawl in the first screen to especially bats, snakes, cats and dogs, and they all do their best to catch you and your ankles and to make off with the goodies as he jumps around each screen. When stunned, some can be used to carry him round for a short period. The flying creatures are used for this purpose as they can get him to the top of a screen for quicker than he could climb.

Each level is longer than its predecessor, has more objects and is much harder to complete. In the specified time limit, movement is smooth and the game presents a real challenge.

Play fast and use it to carry Peter to the top of the screen to collect the last few objects.

Once the objects are back at the start he can go on the next collecting trip. That takes place in a tree where much the same thing happens. And then he has to go back to the start where the first screen has been combined with the second to create a large and varied playing area, with few added extras like a large spider's web.

Each level is longer than its predecessor, has more objects and is much harder to complete. In the specified time limit, movement is smooth and the game presents a real challenge.

The music is fast and there are several different jingles in fact they all sound very much like the type of music found in American Sit-coms.

Play it if you can find one near you.

## ● WELCOME A MACHINE!

Watch out for mad monkeys, great arcade double campellions. Why not give it too much away except for a real live arcade machine and a genuine pinball. That's off! If you've got space at home for a mega-prize then pick up a copy of December's special £4.99. You could end up with a real Christmas bonus!

## ● BARADUKE

#Baraduke from Norlib is one of those classic arcade shoot-em-ups which don't have a story line, nor must in the way of graphics, but there's plenty of interesting material.

The screen is dull, mostly blues, blacks, browns with the occasional touch of pink.

Appropriate when you think that the whole thing takes place in the bowels of the earth, in some deep underground cavern.

The idea seems to be to travel as deep underground as is humanly possible to defeat the monster's lair.

Anyway, cover one. Descend in your boat, set sail to confront the mudgy blob Octy. Octy is really the mother/daughter, rather like a mother-ship, and she creeps up each level, squeezing her fat all-arounded uttering to attack you. Not very nice at all. They are fairly slow moving and are easy to shoot down. As their numbers grow in each successive cavern, you'll have more trouble coping with them. Add the today experience to lots of lightning bolts and you get the picture.

Once you're rid of this octopus, you can have a bath at their muck. Shoot her a couple of times and she turns into a metallic ball with a yellow square in the middle. Run after that and a Poccat is revealed. Could this be a baby pac-creature? It is in fact a yellow spiffy... sometimes with a face and ears. Run over the Poccat to pick it up and down the shaft to the next cavern.

It is possible to earn extra shields by rescuing enough Poccats to win a bonus screen. That involves pressing the fire button at the right moment and you will either win a shield, leave a shield or gain nothing.

Why the game is called Baraduke is anybody's guess. Perhaps that is the name of the monster's lair.

Baraduke is reasonably fast, mildly addictive, but hasn't got the qualities to take it into the top ten arcade games.

## ● METRO CROSS

Metro Cross has used an old idea of running from one point to another and has come up with an unusual and playable game.

Metro Cross is all about running through a scrolling screen, jumping some objects and kicking others and all within a time limit.

Limp up and get ready, there are some sticky patches ahead of you. Your slightly pained character chugs along slowly and then gathers speed. Not for long though. Some oil stains hurt towards you in formation and must be jumped over and then down. If happens again and you are near him he will jump up. However, pick yourself up and continue, must not waste time as once man has out you'll be electrified and disappear in a puff of smoke.

The area to run through is marked in blue and white tiles and as you change from left to right be sure to avoid the green patches. These are slippery areas on which your player will quickly slide out of control. It is vital to move him off as quickly as possible and the best way is to jump him into the air and move him across in mid leap.

To make life harder, off comes the only hazard. A continuous stream of spikes lie or move into your path and it is in your best interests to time your jumps as tripping up can only slow your progress.

The running goes zig-zag up and down and at full tilt it is difficult to slow down in time to change direction.

When you reach the finishing post on each leg, your number colleagues and has to bend over in a struggle to catch him breath. Anyone would think you had made him run a marathon!

Metro Cross is fun and strangely addictive for such a simple concept. However, it is often the simple games which are better than the really complex ones.

Zi (Ur,  $\text{A}^{\text{13}}\text{C}$  H<sub>2</sub>N, O<sub>2</sub> P<sub>2</sub>) OH, 16H<sub>2</sub>O } • ● 2nd Moon Kiri  
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**N**ow what's the point in having a team of heroic Bug Hunters, if they won't tell you what the bugs are? Oh, they searched out and destroyed all the bugs from the listings in the previous issue, but refused to tell us what they were so that we could pass on the information to you. The reason they gave was 'security', but personally I think they're after more money.

Obviously some intrepid reporter was going to have to volunteer to infiltrate the group and get the low-down on what went wrong. Guess who drew the short straw? Yes, Rik Link.

Wearing dull clothes, dark glasses and a dirty raincoat, I tried to appear inconspicuous as I crept into the Bug Hunter Recreational Room (out of bounds to all organic life forms) and crouched

down behind a sofa, just inside the door.

Peering over the top of the thick cushion backs, I got my first glimpse of the extravagantly furnished room, complete with drinks machine, oil bath and a whole host of microcomputers.

Big Red was just relaxing into the bath, whilst in the far corner, B-Con was projecting a film onto a white patch of wall. He and the others were watching some robot (presumably female) removing various outer casings to some electronic music.

Suddenly the whole room began to vibrate as Big Red started humming to himself. A chorus of shouts immediately erupted from the far corner.

"Can it, you mechanised moron!" screeched OTISS, straining to make himself heard above the

reverberations. "Can't you see we're trying to watch a movie here?"

"But I always sing in the bath. I've been told I have a very nice singing voice," protested Big Red.

A floodlight swept past me as B-Con turned round, all interest in the film lost. "You! A nice singing voice. I've heard better sounding pneumatic drills. I've also heard you singing bass with that Commodore 64 of yours. Terrible."

"Well, it's got better sound than that Spectrum you keep fiddling with, and I didn't think much of the music in that Rockfall game that was published in the Book of Games," roared Big Red.

"That's okay," said B-Con, cheerfully. "I had e-mail recently from Sean Swift in Shropshire, who's improved the tune data. Have a look at this."

B-Con swung around to project a program line on

the far wall. They all hummed quietly to themselves for a moment as they checked out the new tune against the original.

OTISS was the first to finish. "Well, I suppose it's all right if you like that sort of thing, but I think I'll stick to my BBC and Alert every day of the week. Anyway, why didn't you tell that bunch from the magazine about this new line of yours. It's not like you not to try and show off in that potty little way of yours."

"I didn't tell them because you refused to let them in."

"You can't blame me just because the Incredible Lump was sitting in front of the door," said OTISS.

Meanwhile, Big Red had been splashing oil over all and sundry in a desperate effort to scrub his back. "I was only sitting in front of the

continued on page 86

door because you told me to. You said it was a matter of security. And then, when I asked what we were keeping secure, you told me to stop trying to change the subject. Then I said I wasn't, and you told me that I'm extremely stupid at times. Then I..."

"Okay, okay!" said OTISS. "You do go on at times. Anyway, if we refuse to speak to them, maybe they'll change that drinks machine over there. What do they think we are? Fancy putting coffee, tea and chicken soup into it. Urgh! What's more, none of us had anything to say in any case."

"I did," OTISS turned and glared at the previously silent X. "Don't tell me you've been having more trouble with that Amstrad of yours. Not that I'd be a bit surprised," sneered Otsie. "Well I did have some trouble with the printing. Unfortunately, the printer produced a number of weird symbols which confused all the Amstrad owners who tried to type it in," said OTISS, in a very matter-of-fact manner.

"I know I'm going to regret this, but why don't you tell us all about it. Get it off your chest, so to speak," said OTISS, in that annoying impudent manner of his.

"Very well then. Most people were able to handle the hash symbols, which appear as a sort of compressed Pt," began X. "However, on reaching line 855 things started to get awkward. There are three very unusual symbols at the end of this particular line — the type you wouldn't credit a printer being able to handle.

"The first of these resembles an inverted exclamation mark. Believe it or not, this should be the left-hand square bracket [ ]. Having said this, it might not seem quite so unusual if I were to tell you that the third

## DEAR BUG HUNTERS

symbol, looking remarkably like an upside-down, back-to-front question mark, should really be the right-hand square bracket ].

"Now, the symbol in the middle, which looks very much like a capital 'N', is the backslash key \ — you'll find this just below the square bracket keys on the keyboard."

"Who cares where you find it on the keyboard?" shouted OTISS. "Look, is this going to go on much longer?"

"You did ask him."

chimed in Big Red, cleaning his feet with a bit of wire wool he'd found lying about.

"Yes, shut-up and listen!" agreed B-Con.

"These three symbols crop up yet again in lines 860, 865 and 870," continued X. "More importantly, you'll find that funny looking 'N' in lines 890, 1290 and twice in each of lines 1275 and 1525. There may be more, but I can't find any."

"Lines 1015, 1125, and probably others, contain a symbol like \". This is the up-arrow key on your keyboard — the same key

as the pound sign. This isn't a real error, as most printers print the symbol this way."

"Finally, there are a couple more unusual symbols in lines 3020 and 3028. The first of these, which is only just distinguishable as two dots at the top of the character space, should be the left hand curly bracket. You get this using SHIFT+\". Lastly the character looking like two vertical lines with a squiggle at the top should be the vertical bar line. This is obtained with SHIFT+ @".

"By the way, I'm not sure if I should mention this, but if anybody going to do anything about that guy hiding behind the sofa."

"WHAT!" Four pairs of eyes and a rather bright light turned my way..



Don't forget you can call the Bug Hunters on 01-231 6222, ext 2470 every TUESDAY. They'll be around to deal with your problems. But please remember to call only on a Tuesday — otherwise you might just annoy Big Red...

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SEE PAGE 70 FOR DEALERS

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2) What title is given to the rider who is most successful in the mountain sections of the Tour de France?

3) What colour jersey is worn by the race leader?

Send your answers, with the printed coupon, to Tour de France Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1 3AU. Closing date is November 16th and the editor's decision is final.

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 2 Philip Harris, Banbury, Oxon — 4,049,750  
 3 Seddon Acaster, East Grinstead, Sussex — 3,120,500  
 4 Smari Einarsson, Reykjavik, Iceland — 2,667,375  
 5 Paul White, Wirral, Merseyside — 1,432,475

▼ Philip Harris



▼ Fraser Jamieson



▼ Seddon Acaster



### DALEY THOMPSON'S DECATHLON

1 Jason Clew, Chandlers Ford, Hants — 1,191,092  
 2 Ricky Coward, Dunstable, Beds — 699,639  
 3 Roger Jones, Farnham, Surrey — 473,315  
 4 Steven Leeman, Portadown, Northern Ireland — 177,352  
 5 Lee Trout, Cossall, Nottingham — 171,706

### 3D STARSTRIKE

1 Peter Wilson, Londonderry, Northern Ireland — 7,504,800  
 2 Stephen Thomas, Didcot, Oxon — 7,462,100

### KONG STRIKES BACK

1 Fraser Jamieson, Lochabriggs, Dumfries — 377,760

### NOVEMBER HI-SCORES

Name:

Address:

Name of game:

Scored:

Machine:

T-shirt size (S,M,L):

Witnessed by:

## HOTSHOTS

**T**hey came to the mystic City, two mighty warriors well skilled in the arcane secrets of the martial arts.

Both were intent on winning a prize beyond money, a prize which would bring both pride and honour.

And so they met in a deadly duel at the fabled fortress of Feraugdon, home of Computer + Video Games, to win the title of August Hot Shot of the Month on *The Way of the Exploding Fist*.

The warriors were dynastas Daniel Gilbert, 16, of Heathfield, East Sussex, already with a record 3,064,000 points to his credit, and mighty Matthew Stuet, 15, of Hemel Hempstead, Herts, with a high score of 1,126,700.

The atmosphere was electric as the titans met at the computer to battle through five 10 minute bouts each.

Would Dendy Dan become Desperate Dan under the pressure? Would mighty Mat have the rug pulled from under him? Only time would tell.

Daniel was first to the joystick and scored a very respectable 103,100. Matthew, forgoing the joystick to use the keyboard, could only respond with 42,300. Big fight nerves seemed to be affecting Matthew more than Daniel.

Round two: Daniel, confident and assured, smashed his way to another sizing score, 106,900. Matthew could only

respond with 65,200.

Round three: Was Daniel slipping? His score was down to 91,800. But Matthew was unable to take advantage, scoring just 63,700.

Round four: Daniel, let off the hook, recovered to knock up 116,900. Matthew managed just 45,200.

Round five: Daniel slumped to a low of just 58,000. But it was too late for Matthew to win even though he took the last round with a fine 75,400.

And so Daniel took the title of August Hot Shot of the Month. Both the victor and vanquished received a package of Commodore games and a bag of C+VG goodies.

Daniel later admitted to being "very nervous" before the contest but put his success down to lots of practice and "a reliable method of play".

The Hot Shot game for December is *Monty on the Run* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month: Computer + Video Games, Priory Court, 30-32 Farrington Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even C+VG gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

### NOVEMBER HI-SCORES

Name:

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My score in *MONTY ON THE RUN* was:

Date:

Witnessed by:

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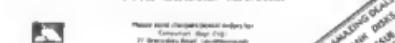
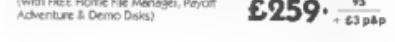
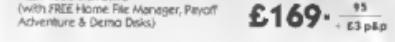
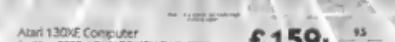
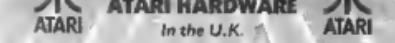
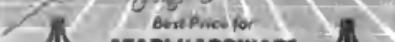
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# ADVENTURE MAILBAG

Dear Keith,  
Contraposition! Contraposition? Produced or characterised by a type of mode of conversion in which from a given proposition we infer another, having the contradictory meaning of the original predicate of the subject. So says my dictionary!

Yes, you've probably guessed it - I'm currently playing **Ghost Town** on the Bebe! My hypothesis is therefore that by inverting the proportion of the players' scores WILL collect \$200! But it seems that right now I can't do either!

Scott Adams' **Ghost Town** is very, very good indeed, more than living up to your old review which I dug out and re-read before buying it!

Playing at 1.30 yesterday morning I finally worked out how to break into the jail and, in a further fit of brilliance, made some gunpowder! The main problem remains shooting the blasted horse.

Armed with gunpowder I've been trying to blow open the safe without success, and being particularly evil, I've also been igniting it under the horse in an attempt to shock him into stopping.

I am thinking that it would be a very good idea if you included a separate letters page for the Helpline, as view of how many people are writing about adventures in general and not just their problems. Might be useful to give space for people to air their opinions, give praise, suggestions or hurl a few bricksbat. What do you think?

John English  
Northfield,  
Birmingham

Keith replies: A few brickbats coming right up! We are planning to have a regular page devoted to readers' letters and adventure news from now on. John! Next month, with

another Book of Adventure, we hope to include a double page. By the way, you'll soon be in trouble over your treatment of that horse - read on...

Dear Keith,

I'm afraid most of this letter will be devoted to grumbler. I won't sign myself "Disgusted at Pools" though I am sorely tempted to do so.

First grumble I see you made great play of the fact that 8th Day Software couldn't spell BROOCH. I find spelling errors annoying myself, but why pick on this small form? My copy of **Sherlock** (CBM64) not only includes a GRAMAPHONE in one location, but Melbourne House has used this very screen as an illustration on the box as if they were proud of it. I have yet to see a reviewer refuse to review **Sherlock**! Fair's fair! **Cuddles** costs \$2.90. **Sherlock** \$14.95. Huff said...

Second grumble. What is this rubbish I see on page 11 of the July issue? I always knew most computer games mega-were aimed squarely at silly billy boys, but I thought your adventure section was different.

Adventures are played by many adults, and many females like me, prefer to flex their brains rather than their biceps. The term master adventurer will now have a new significance when used in C+VG. Shame on you for being so sexist!

The Grumbler: I must confess I had the **C+VG** Adventure Club offers very poor value to anyone who isn't thrilled by a tacky plastic badge. The news sheets seem concerned with not very special special offers. Also a couple of hours per week for the Helpline phone-in seems derisory. And any caller has to waste money hanging on to the switchboard.

It's OK if you live locally, but not even cheap rate time for

members who live further afield. Fourth Grumble: I would not have brought this up at all for fear of seeming ultra-equalsmash but a friend of mine was so disgusted he refuses to buy C+VG any more, so I was not the only one who found your review of **Gremlins** sick. I don't think there is anything funny in the idea of a frog being caught in a mower. Gremlins are imaginary creatures and frogs are not. In case you think I am a hypocrite I must add that I eat a vegetarian, so I practice what I preach!

After this catalogue of complaints I must close with a thank you. I wrote to you as I was stuck in **Hulk**, and you kindly supplied the info to allow me to finish the game.

After your kind assistance you may think it ungrateful of me to write with grumbles, but unless your readership gives you these honest opinions, nothing can ever be changed for the better. Margaret Griffiths, Poole, Dorset

Keith replies: Phew! Inside-back-cover for Keith with Tim reads this letter. Here, briefly, are my observations:

Grumble One: BROOCH had to be spelled incorrectly by the player as a command in order to progress in the game. **Sherlock** had much more pre-publicity and was a full price game and therefore demanded a review, in which I made some other fundamental criticisms.

Grumble Two: Firstly, I would strongly deny that the young men who read C+VG are "silly" - typically they are of high intelligence and are well educated. I reach this conclusion from the hundreds of letters and the C+VG users read each month. Some of them are quite big, but judging by the size of the t-shirts they try to conceal!

Going back to the July issue, it would seem pretty silly to have odds putting themselves in the position of Adrian Mole (aged 10 and ½) to test how realistic the game is, wouldn't it? Read all about it next month!

Grumble Three: I accept the problem of phoning in from long distance, which is why we settled on an afternoon, when calls are a little cheaper than in the morning. Unfortunately, an evening session would require special arrangements for managing the switchboard and for office security, not to mention the hand pressed editorial staff!

Dear C+VG,

To the discerning readers of the world's greatest adventure magazine: Are you always killed by everything? Are you always trapped everywhere, never able to get past the serpent, door, etc? Can't find anything - ever?

Take heart, buy **Red Moon**.

**Moon**, you may never beat it but you can roar endlessly, learning how to laugh at problems causing insanity in ordinary games!

Equally trifling is **Erik the Viking**. Repair the boat and set, and you can roar the North Sea pillaging and plundering forever. You may never rescue yourself, but you need never be stuck in the same place twice!

I speak as one who can't get Grinnoch to speak in **Return to Eden**, can't get off the beach in **Emerald Isle**, impotently face the man-eating plant in **Mordon's Quest**, can't pass the crocodile in **Jewels of Babylon** or the scaly things in **Message from Andromeda**, and can't kill the pirate in **Heroes of Karn**.

**KEITH**: Here's a clue, just for you. Blow your troubles away. Now you'll have to work out which of those adventures it applies to!



C+VG

# ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. Using his vast database and his IDEAs Corp mainframe Keith supplies adventure addicts with instant cures for insomnia and other related diseases. Here is the latest print-out from the top floor ...

## GIVE US A CLUE

**C**lues on Adventure problems make interesting reading, I suspect, even to people who haven't played the game in question. There is something intriguing in a clue which says something like "Operate the gold machine by turning the dial to take you back in time. A push in the right direction first will make the case..."

It's almost enough to tempt someone to buy the game, compensated with clues on "arcade adventures" where the answers will probably be a list of which keys to press, and how to move them from screen to screen.

The Adventure HelpLine isn't really designed to cover this sort of game, so such questions don't tend themselves to quadrad or cryptic hints, they're too lengthy to explain and difficult to classify. For the subject that constitutes an adventure game, Kerry Savage of Beccombid leads that "Games like *Castlevania*, *Quest* and *Wizards* should be termed Graphic Quests".

Although they involve solving problems they do not contain text, and are about as akin to adventures as games such as *Sabre Wulf*, says Kerry.

Steve Kenny of Bridlington points out that was wrong in pointing out that *Pirate*

**A**dventure was available for the Spectrum, and asks when it will be available for the Amiga.

I spoke to Adventure International recently and they were not sure if this early games in the Scott Adams series would undergo further conversions, they seem to feel that many people now consider them outdated.

This is a great pity, los they are still a lot better than many current releases — and the logic in the problems is second to none!

On a lighter note, Adam writes from Watford with a serious proposal for *Hobbit* bug: "I have found a small bug in *The Hobbit*. At the beginning, if you type

**SMASH CHEST**, it says WITH ONE WELL

PLACED BLOW YOU  
CLEAVE HIS SKULL.  
THE CHEST IS  
DEAD." It's pretty useful information, eh quid?

For another laugh, try **DIE** in *Spiderman*, and **DRINK WINE** in *Hobbit*, says Jason Brown of Bicester.

Continuing with our series of worthless clues, here are two of the best this month, sent in by John McComasche of Argyll. To start *Gremlins* type **LOAD**. To stop *Sherlock* type **QUIT!**??

## PI-DAY — THE DAY AFTER!

The two ladies who were at the correct location to collect the *Piranha* were by no means the only people getting soaking wet on this quest for the Golden Sundial on 22nd July.

One reader wrote from Telford the day before to say he was heading to Stonehenge. "I think I'm right," he proclaimed, happy in the fact that Stonehenge is a giant sundial, with pillars in the shape of giant 'Pis'. "Please keep my name out of it — unless I'm right of course."

John Davidson of Gosport wrote after the event, thoroughly disappointed and soaked to the skin. He had been to the Westbury White Horse, and was not alone. There he met someone from Essex, and heard of a boy and a girl who has also been at the location earlier but had left. "None came and went, nothing happened, and we went our separate ways." Disappointed indeed!

Another reader who made the annual pilgrimage was Mr. William of Nottingham. He went to a white horse at Pussey, and was absolutely convinced that he had the right place where he saw it. There was even a white gate he had to enter, shaped as a Pi. He became quite excited when he saw the site, as everything seemed to fit. Well, almost.

The last word on *Piranha* is from our famous original Joony Pinaman, John Yates. John lives in Pussey, you will remember, and he received the news during one of his more serious moments:

"Those who knew him the

best were the staff at the Haydover Hill

## HELP!

Got a problem?  
Don't suffer in  
silence. Write to  
Keith Campbell's  
Adventure  
Helpline,  
Computer +  
Video Games,  
Priory Court,  
30-32 Farringdon  
Lane, London  
EC1R 3AU.

The Adventure-Helpline  
([en]) is a service provided  
by the IDEAS Corp.

horse would have had a head start," he said, "but it would have been unashed by all non-English players."

I suspect that the horse in question is unknown by most English players as well. But would knowledge of it have given anyone a head start?

## HELLO SAILOR!

One of my favourite occupations is to grab a pile of your letters, catch a mid-evening train home from London when the rush has subsided and find a seat at strategically situated near the bullet car.

Feeling a bit peckish I arm myself with a Bembé Real pork pie and lashings of mustard, and enhance this feast with its perfect complement — a bottle of best beer wine.

I am now ready to settle down and open the mail. As the words and pictures disappear, so the letters grow more amusing, and all too soon I realize that British Rail are quite right — we are getting there! It is the quickest way of passing the journey that I have discovered!

After a few of these journeys enormous piles of used envelopes started to make going North, South, East or West around my house a very tricky manoeuvre. So my wife began to tear off the stamps, put them into carrier bags and dispose of the remains.

The solution was only temporary, for before long the carrier bags, too, became a hazard and so we started looking around for someone to take them off our hands.

There are a number of charities that can turn used stamps into cash by selling them to dealers for export as foreign stamps. So we recently passed on some two or three thousand of your old stamps to **RNLI** — surely the favorite charity of *Zork* players?

## STRANGLED SCREAMS

Some people have difficulty getting into the palace in **Zim Scia Benn**, but not John Knlyk of Prestwich. He can't get out, nor can he get the harp out of the sack in the Arthurian adventure in **Eureka**.

S J Birch badly wants a bone for his dog but cannot pick it up because he needs gloves for the job? And how does he get through the locked door in **Greedy Dwarf**?

## NUUDGE NUUDGE!

Warning: Turning the page upside down may damage your computer! With but this month from All Ball Games of The Old Fones of Myrt's Field, London, Andy Le of Pontypridd, John English of Birmingham, Janice Waldron of Bonn, Rainer Fuchs of Frankfurt, Matthew Read of Yardley, Birmingham, and Ellen Budden of Worcester

# ADVENTURE CLUES



To see the treasure that the seal door and say DRAKENEFLD  
and get the poor treasure if it is  
gains during the summer you can see the  
so the seal door is the seal door.  
**PART 1:**

**SAVAGE ISLAND**

To get the seal door is the seal door  
To pass through the seal door  
**PHINIX:**

To stop the dogs from barking  
To stop the dogs from barking  
**PULSTAR 7:**

Between the seals, except the last  
the book to get out, just  
the book to get out, just  
out the book to get out, just  
out the book to get out, just  
**CASTEL OF TERROR:**

To cross the mountains, the way  
between the seals each other  
between the seals each other  
between the seals each other  
**ZIM SALT BRIM:**

The towers door requires a  
the towers door requires a  
the towers door requires a  
**EUREKA GERMANY:**

You don't get past the borders at  
the walls  
**ARTHURIAN:**

The walls  
The walls  
The walls  
**QUESTS:**

A unsuccessful climb will  
the walls  
**MORDON'S**

the walls  
the walls  
the walls  
**THE NA NOG:**

To get out of the labyrinth carry a  
book in pose  
Bring a book in pose  
**EVE OF STAGIN:**

The walls  
The walls  
The walls  
**THE NUGGET:**

A unsuccessful climb will  
the walls  
**THE NUGGET:**

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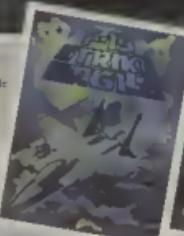


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*Computer Trade Weekly*

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\* Entered UK Charts  
5th April 1984  
Weeks in Charts - 16

'It's gripping music and  
imaginative setting  
makes this seven  
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*Zzap! 64*

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# ADVENTURE

NEWS 2

## PROJECT X: THE MICRO MAN

I AM SITTING ON THE FRONT SEAT  
OF MY CAR.  
I CAN SEE NO ONE ELSE  
IN THE CAR.  
I WAIT FOR INSTRUCTIONS.  
I HAVE WITH ME  
A TIGHTER.  
  
I WAIT FOR INSTRUCTIONS.  
I EXAMINE MY TIGHTER. IT HAS REDUCED  
THE SIZE OF MY HEAD. I CAN NOW  
SEE ONLY THE BIGGEST I FIND  
FREEST THAT THIS TIGHTER IS FOR  
MANY DIFFERENT USES THAN FOR  
WHICH THESE WERE INTENDED.  
  
I WAIT FOR INSTRUCTIONS.  
+

At £2.99 **Project X** looks too good to be true. Not only is it great, it's great! The final screen of the adventure is a real killer. To keep a straight face when you see it for the first time, you would need to be suffering from rigor mortis!

The storyline tells that an an-

ecdote in your lab you suffer a large dose of radiation and, realising the danger, you jump into your car and race off for safety. Unfortunately, as you are speeding along a large robot decides to step out in front of you and in the resulting pile-up you black out.

You have a spare key in the back pocket of your jeans, and are getting desperate for a new adventure. So these games from Pocket Money Software may be worth a look.

This was meant to be a combined review of two titles in the series but **Crysal Quest**, which looked the more interesting - refused to load so I was left with **A Tangled Tale**.

The cassette duly explains that you can use commands such as N, S, E, U and D. The slight snag is that the compass directions aren't actually recognised and you have to use **LEFT** and **RIGHT** to move around. There isn't even a **FORWARD**!

The game is based on Lewis Carroll's Alice in Wonderland, written on the **Quill**, with some sharp block graphics. The total number of locations looks to be about 30 which makes the game seem pretty simple. The idea is to

untie all the knots in a piece of string by answering various puzzles of the sort you would find on the back of a comic annual.

Such person, Humpty Dumpty, the Mad Hatter, White Rabbit, the Caterpillar and the White Knight must all be given a password before you can move to the next stage. After each password has been found you progress to two more riddles, each untangling one knot.

Depending on your train of thought, you will either find the riddle very easy or nearly impossible!

Many people will probably say, 'What do you expect for 99p?' But no matter how cheap a game is, it must hold some interest. This really isn't an adventure.

**\* Personal Rating:** 2

On coming to, you find you have shrunk to about one inch in height and you are on what seems to be a queen's car seat. You try to make your way to a friend's house, but nothing seems to help or suggest a course of action.

The game was written by C+VG reader Tim Keano using the **Quill** and **Illustrator** but as seems to have become customary now, the screen format has been changed and machine code sound effects have been added.

Thirty or so of the illustrations have been given graphics and are some of the best we've seen using this method.

There is a new feature that I really like: **STORE** and **RECALL**. This enables you to save the same position to be loaded in memory and recalled at any time, so you can get back from a fatal move without having to muck about with tapes.

While playing the game, it is vital to examine all the objects

mentioned in the location text and to try all the possible exits. But seasoned adventurers do that as a matter of course anyway, don't we?

Keano said that there is one point that lets the game down slightly. As you carry out an action, the location description is not always redisplayed. This means that it is possible to miss an object that might have appeared as a result of that action, easy enough if you rush off before typing **LOOK**.

**Project X - Micro Man** is a game I can recommend to all, end a must at just £2.99. It's for the 48k Spectrum with versions due for the Amstrad and BBC 464 and is available by mail order from Computer Software, 63 Coopers Road, Norwich, Norfolk NR1 1PP.

**Paul Cayless**

**\* Personal Rating:** 7

## THE AVAUNTING

It is unusual to come across a text adventure with very short descriptions these days, and many critics decry abrupt text. That is no reason to condemn an adventure, providing the plots are well thought out and integrated.

There is also a positive advantage in short text since on retracing your footsteps, there is no need to wade through masses of text to make sure that nothing has changed since you were last there.

**The Avounting** is just such a game. It is available for the BBC B and Amstrad CPC464. The BBC version I played had an easy to read screen layout and a crisp response. Thanks to the effective use of colour and text layout, it is possible to see at a glance where you are and what is happening with very little effort or eye strain.

Starting off in the company of a frog at the village pond, your first task is to find the book that contains the secret to killing Gruffy Betty, a local witch of ill repute.

This turns out to involve the use of segments, thirteen of which must be assembled

and leave you to read the book and not cut!

Locations abound in the game and it is very difficult at first to run out of new places to go.

The problems build up as more and more objects are discovered and you find you can carry only four at a time! It is therefore a matter of listing them and then trying to decide which may be used where and how to haul you find the segments.

There are a couple of things about the game that niggled a bit. There are a few locations which you can't get to, but give no prior hint or warning. The lack of an **EXAMINE** command always leaves me slightly disconcerted. And there seems to be a bit of a multiple-digging bug up there in the gloom. Other than that, not bad!

**The Avounting** is from Jason Sallars, who promises 50% of the profits to Ethiopia. Some of your money will be going to a very good cause so there's an added incentive to buy it!

**Keith Campbell**

**\* Personal Rating:** 7

# REVIEWS/3

## ROBIN OF SHERWOOD

As the Outlaw of Sherwood  
Forest your task is to find the six  
courtesans of Rhiannon and  
return them to the stone circle  
they should be in the stone circle,  
as long as you stay alive — and  
that's not easy as practically  
every location which isn't a tree  
is booby trapped.

This graphic adventure moves  
satisfyingly quickly — from one  
death to the next in my case —  
only slowing up in the forest.  
It's crucial to map the forest as one  
big vegetable looks very much  
like another; it is possible to  
back into the edge of the forest  
repeatedly before it finally  
twiggings that you have been in  
the same place for the last ten

### TIME SEARCH

After playing **Time Search** for a short while, I became thoroughly bored and amazed that games like this are actually produced! It is a text adventure with an eerie line in replays. The objective — should you care to know — is to find a time machine.

Starting off outside your own front door, after a lengthy and clumsy loading routine that demands a reload if data should need to restart, GO IN elicits the reply THAT MAKES NO SENSE. Open front door — WHAT DO YOU MEAN BY THAT?

In the pub you can get a tankard of beer but you must drink the tankard because the program cannot see the beer GULP! CRUNCH!

Up the road, you find one of those long obsolete outdoor computer machines and, should you be sharp enough to think of inserting a coin, the machine magically swings away to reveal a hidden exit.

The adventure map is a nightmare, with logical exits blocked for no apparent reason. For example, it seems you can move around inside the pub only in a certain direction, and you can't seem to reach the exit from one bar to another.

Personally I found **Time Search** so poor that to describe it as mediocre would be to overstate it. It failed to hold my interest at all.

Kirk Campbell

• Personal Rating: 2

key presses, and that the forest can only be left through proper exits.

Once a way has been found to an interesting location, save the game. The chances are that sudden death will follow a wrong decision and send you back to the beginning of the game — an exceedingly boring dungeon from which there is only one escape routine. The other locations are more interesting, castles, courtyards and caves with objects to find and hidden places to explore.

The adventure includes short re-creations of Robin's most famous battles, including the treacherous archery contest set between the Sheriff of Nottingham to try him and the fight with Little John. Unfortunately, neither of these events even seem as romantic or exciting as the stories. Maybe that's to do with trying to fit complicated scenes into a few words and a small illustration.

The programmers, Mike Woodcroft and Brian Howarth, have gone to some length with subtle detail where they can. The watermill is animated (try going under it for a surprise)

### WRITING ADVENTURE GAMES ON THE AMSTRAD CPC464/CPC664

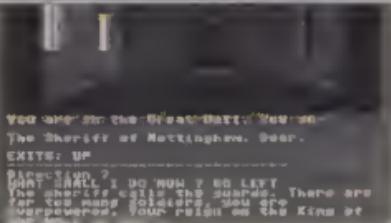
By Mike Lewis and Simon Price.

Melbourne House £16.95.

The objective of this adventure programming book is to teach the reader techniques to write games without the choice of coding a complicated program such like around. It sets about this task by accelerating and presenting "AKS" — what the authors call the Adventure Kernel System.

AKS is an adventure creating system in which the program — which is written in Basic — need not vary from game to game. Different plots and scenarios are supplied to it in the form of data.

However, rather than data being stored on and reloaded from a separate data tape, using this system the data is actually typed into data statements within



key pressed, and that the forest can only be left through proper exits.

Once a way has been found to an interesting location, save the game. The chances are that sudden death will follow a wrong decision and send you back to the beginning of the game — an exceedingly boring dungeon from which there is only one escape routine. The other locations are more interesting, castles, courtyards and caves with objects to find and hidden places to explore.

The adventure includes short re-creations of Robin's most famous battles, including the treacherous archery contest set between the Sheriff of Nottingham to try him and the fight with Little John. Unfortunately, neither of these events even seem as romantic or exciting as the stories. Maybe that's to do with trying to fit complicated scenes into a few words and a small illustration.

The programmers, Mike Woodcroft and Brian Howarth, have gone to some length with subtle detail where they can. The watermill is animated (try going under it for a surprise)

and Seward the Thief is not frightened that he steals not only from the Sheriff, but also from you. It's a fair bet that you won't realise how much he's taken until you try to hit his sack and find your shoddy hand is all gone.

There's a free hint sheet available. It's a good idea to get it and to read the instruction sheet carefully as the game is very particular about input.

Remember to talk to every character in the game. Of course, stopping to talk to a bunch of furious guards is a good way to get killed, but with

## BOOKS

### THE YOU CAN'T DO

THAT reply is one that adventurers tend to find very frustrating and unhelpful. For speed I would have preferred to have seen a machine code subroutine (written in Basic) returning the whole vocab and giving a more intelligent reply.

This is a very well planned and written professional approach to adventure game programming. It introduces such concepts as linked lists and text compression, so a potential reader will need to be computer literate.

A good knowledge of Basic is essential and familiarity with other aspects of computers and computing, such as knowledge of binary arithmetic.

If you are interested in writing an adventure game on your Amstrad then you will enjoy this book — and probably learn a great deal from it.

Kirk Campbell

# ADVENTURE

## REVIEWS/4

### THE SECRET OF ST. BRIDE'S

as Bride's is a real school for young ladies, says the prospectus. It is situated on the west coast of Ireland and offers short courses for women wanting to live the way a girl used to live at boarding school some 50 years ago.

That means wearing gypslips and if you're lucky you'll get a bottle of serpentine from the Tuck Shop and a chance to play the gramophone in the common room (providing you don't overstay to late).

**The Secret of St. Bride's** is an adventure game set in the infamous school. You play the part of a student and must uncover some strange goings on there.

Finish the game and send the

#### ANTAGONISTS

Some games are good and others are well... just "others".

**Antagonists** falls firmly into the camp of "others". I was amazed to find that this game had been released so widely the heavier computer games had to type RUN to get it started. Programming like this always gives me a feeling of unease!

Once running, text scrolls up the screen. A few words describe the location and a line is devoted to the exits. The location descriptions lack any sense of atmosphere and, as far as I can tell, the game does not contain any prose likely to inspire the imagination of the player.

For example, the sort of conversation you have with the computer goes something like "You're in a room. East is North, South is East, West. You see a cold bath." EXAMINE GOLD BAR. It has none.

Although pages of text do not automatically make good adventure I do feel an effort is needed in the direction of improving the contents of the lead in many games, especially this one.

I did not play very far into the game, so I feel that it would be unfair for me to comment any further. I will not give a personal rating because I have not completed enough of the game -- I was just too bored to continue.

**Antagonists** is from Addison Wesley for the 48k Spectrum. See Kast.

**WORD** that ended it to St. Bride's and you'll receive a genuine St. Bride's certificate of merit! Finding the hidden Amulet will win you a coveted A level in Adventuring from the St. Bride's Examining Board.

After a warning about cribbing, you are up with the lark and probably disturb your dorm mates Fiona and Cynthus. Strange things are indeed afoot, since you soon discover that although the matresses date the year is 1931, everything else points to it being 1929. Other strange things are the north exits apparently going south and an adventure map so illogical in its directions that it is almost impossible to draw. Or is that a bug?

Some of the problems fit nicely in the historic setting -- Is there a well? No problems old yesterday. The raven that sits under the door gets you the key (**Asylumland Zork II**) and the elephant doesn't like mice (**Sphinx**).

What makes at least the key problem hard to crack is the wording. USE **NEWSPAPER** followed by **UNDER DOOR, USE PENCIL and ON KEY**. The solution is easy but you tend to have to grope endlessly for the right words -- is that what adventure is all about?

The game is written using the **Quill** and **Illustrator**. The graphics are fairly mundane and slow to draw. There is a lot of

variations of rooms and corridors with windows and doors in what can only be described as "Immaculations in colour".

Tame and patience prevented me from getting very far, battling against words and a peculiar bug concerning switching and relinking the lamp, which made me want to QUIT but I had, instead, to EXIT! Rather a nice touch, I thought!

Lovely idea, not too sure about the game! **The Secret of St. Bride's** is available for the Spectrum and Commodore 64 from St. Bride's School, Burtonport, Co. Donegal, Ireland. **Book Capital**

• Personal Rating: 5

## COMPETITION

### TAKE A TRIP TO ENTHAR SEVEN!

Here's your chance to win one of 10 copies of Robico's brilliant 3D disc-based Adventure, **Enthar Seven**.

C+VG adventure reviewer Jim Douglas gave this game a personal rating of 10 last issue — the highest mark ever in these pages! He also said that: "BBC cassette owners — go out and buy a disc drive now. Disc drives owners go and buy the game!" High praise indeed.

And now, thanks to our sponsors, you can win a copy of the excellent game which normally sells for around £18!

All you have to do is answer the simple questions below, fill in the coupon and rush it to Computer and Video Games, Enthar Seven Competition, Picnic Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th. Normal C+VG competition rules apply and the Ed's decision is final.

What's more, Robico is offering a £2 discount exclusively for C+VG readers who don't fancy their chances

in the competition. Yes, C+VG readers who enter **Enthar Seven** direct from Robico will get a whole £2 off the game! All you have to do is cut out the STAR ee the coupon and send it together with your cheque to Robico Software, 3 Fairland Close, Llanfairfan, Mid-Glamorgan CF7 8QH and your game will be sent by return of post.

This last adventure normally costs £16.95 for the 40-track disc or £17.95 for the 40-track. But it's £2 less for C+VG readers. Aren't we good to you?



#### THE QUESTIONS

- 1 Which planet is nearest the sun?
- 2 Name the author of *2001: A Space Odyssey*.
- 3 Who is first officer on the Starship Enterprise?

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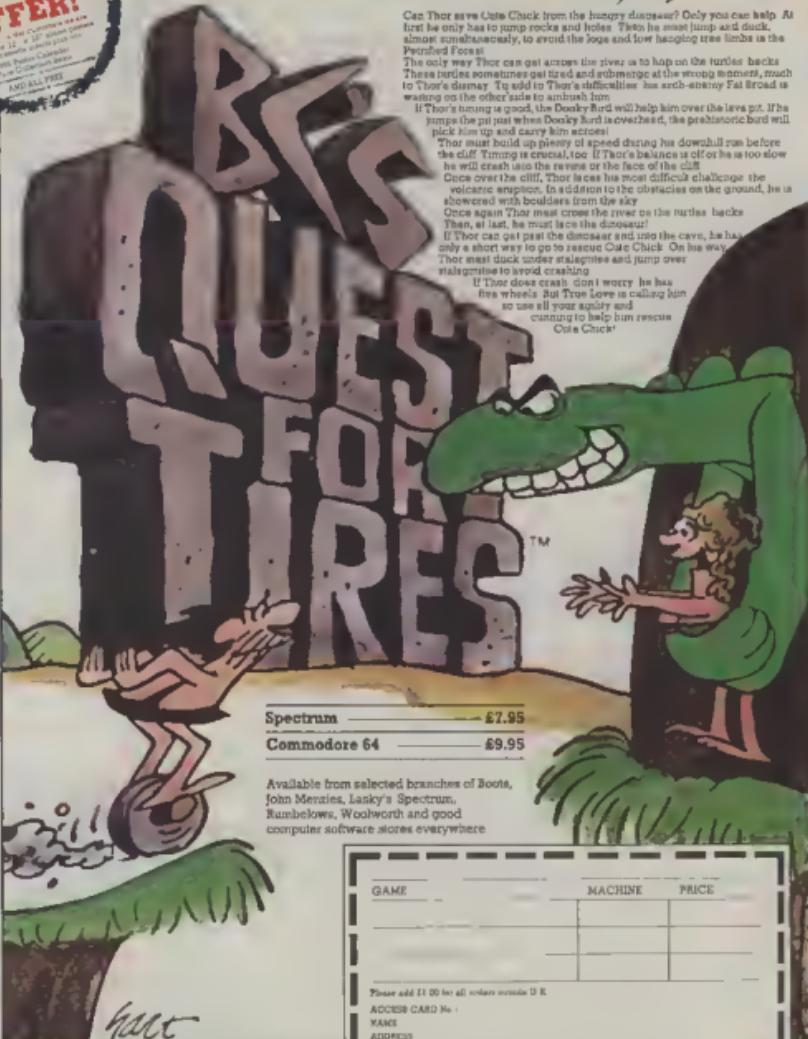
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The only way Thor can get across the river is to hop on the turtles backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay. To add to Thor's difficulties his arch-enemy Fal-Sirec is waiting on the other side of the river.

If Thor is running in good, the Dooley Bird will help him over the lava pit. If he jumps the pit just when Dooley Bird is overhead, the prehistoric bird will pick him up and carry him across.

Thor must build up plenty of speed during his downhill run before the cliff edge is reached. If Thor is too slow, he will fall off and will crash into the remains of the face of the cliff.

Once over the cliff, Thor has his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles backs.

The only way Thor can get across the river is to hop on the turtles backs. Thor can get past the dragon and into the cave, he has only a short way to go to rescue Cole Chick. On his way, Thor must duck under stalactites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry. His wheels are strong. True Love is calling him so use all your agility and cunning to help him rescue Cole Chick!

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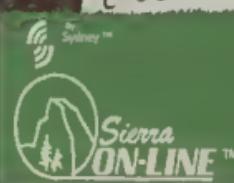
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# VIDEO—TECH/1

Computers can do wonderful things — we all know that. But sometimes they do it so well that you don't realise that they were involved in the first place. Here we look at what you can do when you mix computers with video.

First up are the amazing computer generated graphics featured in the latest Dire Straits video. Then Marshal M. Rosenthal, our U.S. correspondent, tells us how computers are putting the colour back into Laurel and Hardy's cheeks!

## ROCK BAND'S VIDEO MAGIC!

Have you seen the latest Dire Straits video? Did you know that it features some of the most advanced computer graphics ever seen on the small screen — or the big one for that matter? Want to know how it was done? C+VG editor TIM METCALFE investigates.

Once upon a time the world's best known rock band, *Dire Straits*, were working on ideas for a video promo for their latest single *Money for Nothing*.

The song is all about someone watching pop stars on video and complaining how they don't really have to work for a living. Pop promo producer Steve Barron looked at the lyrics of the song and said: "Why not make the person complaining about the videos a video-creation himself?"

And so an idea was born. But how to put it into action? That's where the people at Rushes, a video production company in Old Compton Street, London, came in.

Steve knew that Rushes had a wonder computer called the Bosch FGS 4000 which could produce some amazing computer graphics. But could it do the job for *Dire Straits*?

The man who drives the *Bosch* is Ian Pearson. "I said I didn't know it had never been done before. Once Steve knew that he really wanted to do it!"

The Bosch FGS 4000 is a German machine made under licence in Salt Lake City U.S.A. It's dedicated to producing stunning computer graphics, but — until the *Straits* video came along — had only been used for adverts doing weird and wonderful things for adverts and TV company logos.

The joy of using this machine is that all the graphic capabilities are built into the hardware — you don't need to keep loading information into the machine. Unless you're doing something really complicated — like the *Dire Straits* animation!

For the most part the *Bosch* is menu driven. Ian simply calls up the various commands/controls he wants



at a given time and the computer executes them.

The graphics can be treated in one of two ways. Either using the "mouse" like digitiser which is moved painstakingly over a one dimensional drawing or using a graphics programming language called ROL.

Read Only Language is a kind of special code which helps Ian get the *Bosch* to produce complicated graphics. "It's sort of a mass of x/y co-ordinates," he says. Ian and Gavin Blair used ROL to create the three

minutes of animation included in the *Money for Nothing* video.

It took Ian and Gavin about four weeks — including several 24 hour stints — to complete the sequence.

Before Ian even sat down at the *Bosch*, a lot of planning had to be done. "Steve and I sat down and thrashed out what he wanted — literally pulling ideas down on the back of cigarette packets!"

Steve acquired the services of illustrator Micky Finn, who designed the characters of Sal and Harv.



Harve's the fat one who does all the moaning? Micky also worked on a storyboard for the video while Ian designed things like lampshades and the lacquered backgrounds to slot into the finished animated product at a later date.

Things like the lampshade can be stored away on hard disc to be used later. Ian has a library of hundreds of items which could be used in other graphic works of art. "But we don't really use them. People don't really want to use something that's already been seen."

Meanwhile back at the video Ian was having problems visualising Harve's face — and so a model had to be made which now occupies pride of place on the top of the Booth's control panel.

"I just couldn't get a good idea from the drawings," said Ian, "So I needed the model just to give me a better idea."

Once the characters and the backgrounds had been worked out, director Adam Whistaker began his side of the operation. Selecting camera angles for the

animation and fitting the live action in with the computer generated graphics.

The great thing about computer graphics is that once you've set up the basic "picture" you can play around with it. View it from any angle from the back or the front, top or bottom. Even turn it inside out if you want!

And, unlike live action, you don't have to move cameras around in between shots. And you get perfect continuity at all times.

Once Adam had done his bit Ian and Gavon set about animating the sequence, two frames at a time. Meanwhile the live bits of *Dire Straits* were getting the Quaalude Paintbox treatment in the room behind the Booth. Vivian Scott was the person who put those nice fluorescent colours on Mark Knopfler's guitar!

Then Dave Yerdley, ace pop promo video editor, went to work and stuck the whole lot together — producing a simply stunning finished product as seen on *Top of the Pops*, *Mad Headroom* and other rock music shows.

So that's how the world's first computer generated pop video came to be. Will there be more? Well, right now Ian isn't working on one and they are extremely expensive to produce — so only the few top bands will be able to afford to do it.

Computer generated graphics and special effects will still be seen in block buster movies and more mundane TV adverts however. And the things the computer will be able to create will be getting more sophisticated too.

Ian told us that in Japan graphics experts have created realistic looking "skin" which stretches and

moves just like the real thing! The Japanese have also created a stunning animated Chrome Tiger which looks so real you think it's going to take a bite out of you!

The only trouble is that this technique takes an age to produce a finished graphic. It took 18 hours per frame to complete the tiger — which means you get a second of film every 30 days!

Ian's current favourite piece of computer generated animation comes in *Star Trek II — The Wrath of Khan* movie. It's the sequence where the Genesis Bomb explodes on a asteroid — transforming it from a dead planet to one teeming with new life.

Will the computer eventually take over from the normal methods of film and cartoon animation? Ian thinks not — but he does says that the time it takes to generate computer graphics will go down as the hardware improves. "The computer is just another production tool," he says, "it won't take over completely."

But what about the future? What wonders has the computer got in store? "So far we've stuck pretty much to reality," says Ian, "If we move away there's no end of things that could be done."

If you want to see some of the things Ian has created on the Booth just look out for the new Reporting London logo on Thames TV, or the SAC logo in Wales or the Yorkshire TV logo. He also did the Wembley FA Cup Final title sequence if you can remember that last week!

If you are interested in computer graphics there's a big show being held at the Wembley Conference Centre in London from October 16-18th.

CONTINUED ON PAGE 118

# ANOTHER FINE MESS

Laurel and Hardy have delighted thousands of cinema and television audiences over the years with their slap-stick antics. Now, thanks to a new American process, Vidcolor, new life can be breathed into these comic classics. Stunning colour brings a startling new aspect to many black and white movies.

Marshal M. Rosenthal donned his bowler hat and went out to discover how to paint the past.

There's an old argument among movie buffs — on black and white versus colour. A lot of them feel that black and white typifies a timelessness, a feeling of depth and space which colour can't match. The other side contends that only colour creates a true reality that envelopes the person watching.

Of course, there wasn't much one could do besides argue. After all, an old film or serial of the 30s was black and white and that was that. Until now. Computers are again shattering old boundaries. Today a classic like John Huston's *Stagecoach* (1939) can be viewed as it was originally made, in pristine black and white, or in full dynamic colour.

Hal Roach was an innovator and movie giant of the early 20th Century. He introduced The Three Stooges, The Little Rascals and Laurel and Hardy to the public. This library of films, as well as other shorts and features of the past, were purchased in 1970 by the present owners of Hal Roach studios. HRS has plans for these acquisitions that go far beyond leasing them out as has been done before.

Working in conjunction with Mobile Image Lab of Toronto, Canada, they have developed a new process called Vidcolor. A number of Laurel and Hardy shorts have undergone "colourization" and will soon be seen in a syndicated half hour series in the States. Other examples of Vidcolor have turned up on numerous television talk and entertainment

shows, the most recent being a remake of *The Alfred Hitchcock Hour*. The master director's instructions were changed into colour from their previous black and white incarnation. There are even plans to put the ever-durable *I Love Lucy* through the colour mill as well. But how does Vidcolor work?

Vidcolor is a computerized system utilizing advanced computer graphics tracking. The proprietary software is fed a black and white frame of film and displays it on a colour monitor. An art director views and determines the colour scheme for this particular scene. This is similar to a "master shot" on film, one containing all the elements.

As an example, we might have a street setting which has a man leaning against a brick wall. The colours of the bricks, the man's face and clothing are all chosen and recorded as data. An electronic palette is used which has a range of 128 colours and 64 luminance (brightness) values. The computer then divides the video frame into a grid of 1,024 horizontal by 512 vertical pixels (pixels are the "atoms" of a video image). Each pixel is assigned the given values as to the data desired. The film is then advanced.

Each successive frame is automatically monitored through an intricate tracking system, the computer transferring the values for each pixel to its new location in step with the moving image. Every new scene requires that process to be repeated, of course, as



new elements now appear. When finished, these new frames are read out of memory onto a videotape to make a new colour master.

Vidcolor is superior in many ways to the hand colouring used previously. A 30-minute black and white film can be "colourized" within a day, as compared to months of hand labour. Plus hand colouring costs hundreds of thousands of dollars to accomplish. Vidcolor's cost for 30-minutes is under \$20,000.

The applications include more than just reworking old films. This system allows high quality hand animations to be produced, the coloring done automatically for a savings in both time and money.

Documentation and low-budget productions can be presented in colour as their final form regardless of situation or circumstance. While some purists will never accept *Casablanca* in anything but pristine shades of grey, now there is room for a choice.

**Author's bio.**  
When not operating his photographic studio in New York City, Marshal M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and high technology. Hal Roach Studios are located at 1600 N. Fairfax Avenue, Los Angeles, California.

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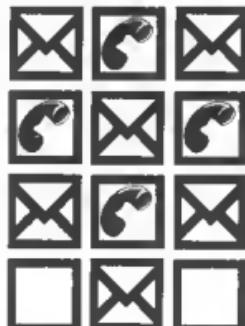
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# READERS' ROBOTS

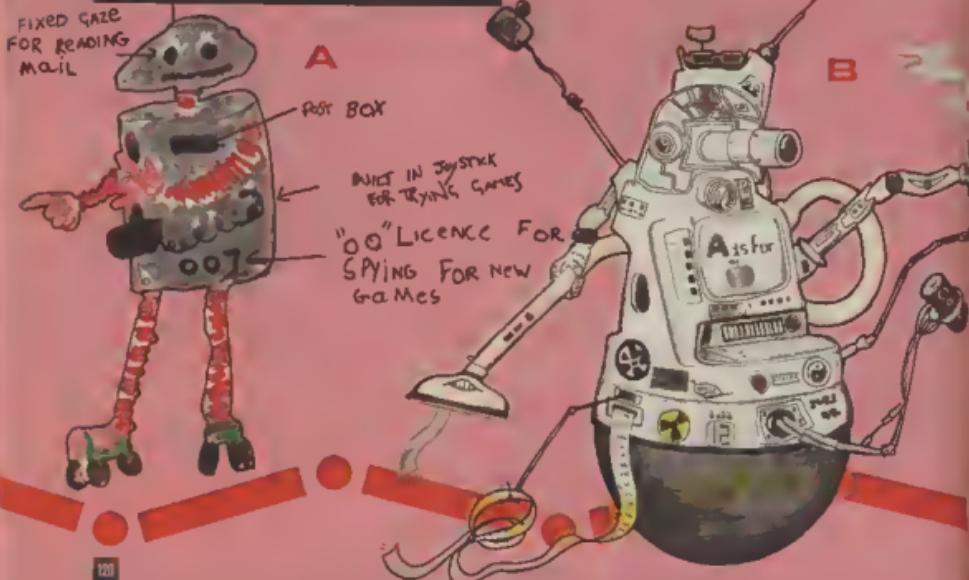
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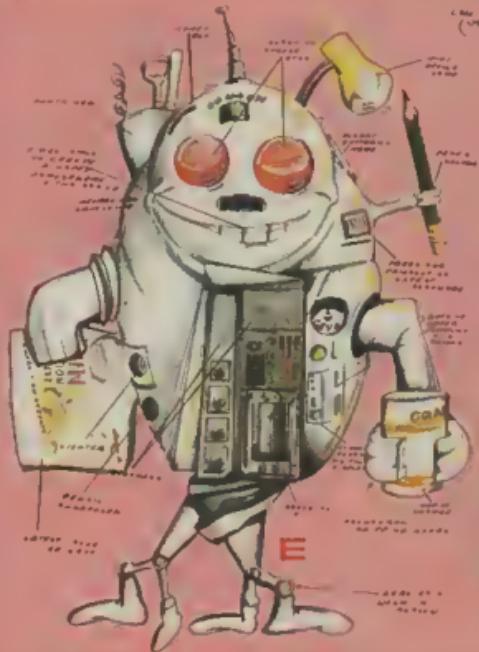
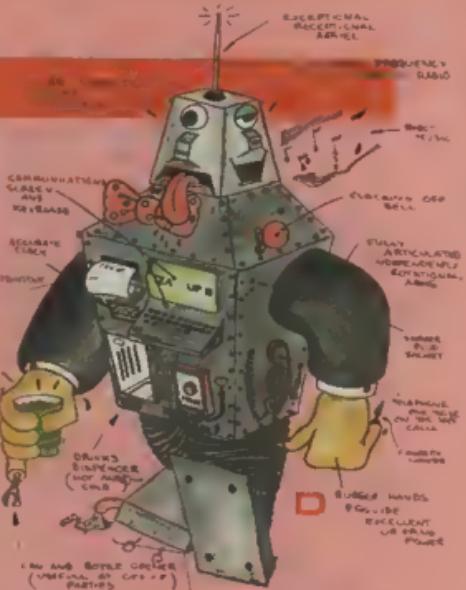


When we asked you to design an office robot for C+VG little did we know how many budding android builders there were in the big, wide world.

First prize went to John Woodriff from Hampton on Thames who got a Tomy Omnidroid for his neat model pictured left. Second prize, a Chetbot, went to Ronald Telma from the Netherlands who created robot F below.

Runners-up included — Robot A from six-year-old Damien Holmes, Robot B from Jonathan Hart. A neat cartoon from Clifford Robinson, picture C. Robot D from Chris Wilkes, and robot E from Carl Sullivan.





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**WANTED** computers set-up or collection of software or hardware for Spectrum Swap for my Sony Pocket TV which cost over £250. Simula, Sinclair but better or consider anything please telephone Simon — Coventry 634249 or write to 36 Station Avenue, Coventry CV4 9HS.

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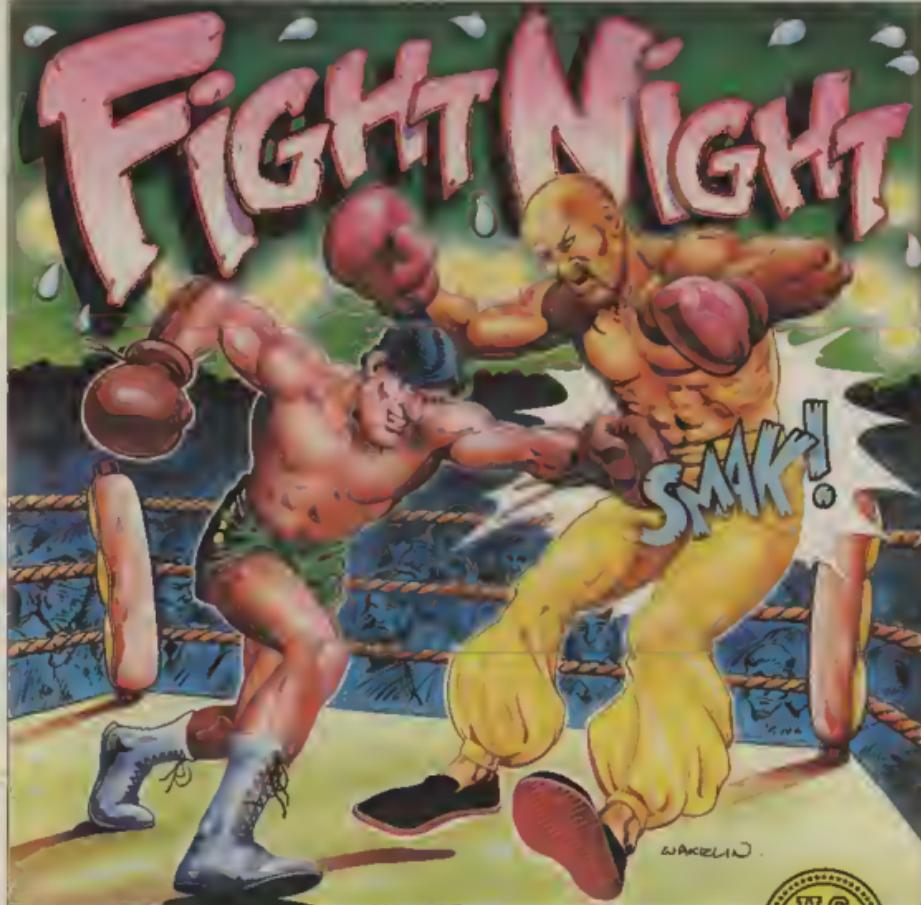
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More on Page 95

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# Mailbag

COMPUTER + VIDEO GAMES  
30-32 FARRINGDON LANE  
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• There is a wide spectrum (forgive the pun) of home computers each with its own particular strengths and weaknesses, yet Spectrum owners seem to make fun of every computer on the face of the earth, bar of course the Spectrum.

Certain mags (not this one) don't help matters, for example — a Commodore mag comments that the Spectrum is a simple calculator not a computer, then a Sinclair mag comments on the C64 being a simple calculator. Now be honest, which of these two computers resembles a calculator more than a computer?

You're probably now thinking that I am a biased Commodore owner, well you're wrong. Okay, I did once own a C64 and a Vic 20 and a Dragon 32 and a ZX81. Now I own an Amstrad 664.

Each of the above computers does have its strong and weak spots. Take for example that old (virtually extinct) favourite the ZX81. You can moan about pathetic inaudible sound (Spectrum) as it has none. How often have you bought a game and on the box it states 'superb, unbelievable hi-res graphics', on a ZX81 you wouldn't have to worry about comments like that as it has no hi-res graphics!

Spectrum owners are really a modern example of this. All you anti-Spectrums, do you agree with these comments about a typical Spectrum game? flickery graphics, merging colours, single coloured graphics, music — let's face it, my dead gerbil — God rest his soul — makes better music than a Spectrum.

So, all you readers who don't own Spectrums let's unite and light this continual wave of enmity, the Spectrum I have included my address but please don't print it as I don't like letter bombs. That's how my gerbil died!

Mark Hulka,  
Bristol

• This letter is meant for UK readers who are complaining about too many adverts and not enough computer news in your wonderful magazine. You only have to pay 95p and look what you get in return!

Every month several competitions with excellent prizes to be won. Colourful

reviews for all kinds of computers. All sorts of extras like film reviews etc, etc, etc. And if you are an Adventure fan, you could almost buy the mag just for the Adventure part. Then there are the ads, they tell you what kind of products are available and they keep the price of the mag low.

Why do you complain about a magazine that has so much to offer? We in Holland, Germany and several other countries in Europe have to pay twice as much as you — do you hear us complain?

Darius Heydarpour,  
Holland

• I haven't written to a magazine before, but in this case I feel strongly enough to do so.

I have read the letters in C+VG for some time now and I have found that a large proportion of them have said something about how good or bad a certain micro is or how little it's mentioned.

If everyone would stop being biased and realise that every computer has something going for it the Mailbag page would be a brighter place.

Apart from the minor gripe, which isn't your fault anyway, I find your magazine is excellent. I can't imagine it being any better than it is, but, when it is, it will be superb!

Nic Herroog  
Cleveland

Editor's reply: If we get any more letters like this, my head will soon be as big as Big Red!

• I have just subscribed to your excellent magazine and I noticed in the September issue a letter from Keith Blomley, who feels that Professor Video does not give pokes for infinite lives for arcade games. In your answer, you argue that software houses don't like such information to be issued as they prefer customers to spend more time on one game.

My opinion is that there is a need real for easier ways to perform a game as many of them are really too hard and fast and can only be achieved by players with very great skill. I believe that many games would need several skill levels or at least to restart the game at the latest stage reached, so as to avoid doing again and again the last stages, which becomes

increasingly boring.

I find it really frustrating to own a game with 50 stages knowing that I will never see more than a dozen of them.

I am even not certain that the cheat tricks in some games are really found by users or are given to them by the programmers themselves, especially the tricks that were obviously incorporated in the game to raise its design.

I don't think that adventure games and their sales suffer from the issuing of clue sheets, such as Level 9, as I doubt that Adventures such as Snowball and Return to Eden can be solved without any help.

So, please give us more Pokes or at least encourage software houses to include skill levels or demo routines in their games, allowing the customer to satisfy his curiosity and see what the 25th screen looks like.

Patrick Monter,  
France

Editor's reply: OK Patrick, we'll make your wish come true. From now on Melissa and the Bus Hunters will be bringing you MORE hints, tips and cheat modes for your favourite games. Three pages this issue!

• As you are bringing about a new look C+VG, I thought that I would drop you a tip. So many people have recently written in complaining about the amount of advertisements that you publish. I don't really mind them as they keep me informed of new and exciting games, and keep both you and the companies themselves in business. They also make great posters.

But, one of the main problems is that they get in the way of features and reviews. A good idea would be to keep the adverts separate. That way they could be read at leisure. Does your ad manager, Louise Matthews, agree?

Roddy J. Harwood,  
Middlesbrough

Editor's reply: Thanks for your interest Roddy, but I think you'll find that our advertisers reckon that having their ads dotted around among our features, news and reviews makes people like you take more notice of them and therefore fulfil their prime function, making our readers take an interest in the products. But it would be

interesting to hear from other readers on this — how many of you agree with Roddy's view?

• After being hacked to pieces by the evil forces of Doommard from the fantastic game Lords of Midnights, I decided to settle down with a cup of tea and my copy of C+VG. I flicked through until I came to Mailbag. A chance to have a good laugh I thought. No such luck! 99% of the letters were from people complaining about features in the magazine.

I mean a little creative criticism here and there is OK but last issue was going a bit far.

So, I thought I would write to creep em' sorry, cheer you up. Well here goes. Action Action is amazingly amazing (even in black and white). The reviews are fantastic. The button fan to type in and play. The Hot Goop and the games news really keep you in touch with the computer world. The competitions are generous and the Madbag: well what more can I say?

Now that I have crept crawled and got deep down in the slime can I have a t-shirt? Please pretty please

Greg Schofield  
Cheshire

Editor's reply: Sheesh Greg! You're making us blush. The length of time people will go to get a C+VG t-shirt eh? But since you've messed up your good clothes grovelling about in the slime we can't refuse you can we?

• Many moons ago there was a young Dungeons and Dragons fanatic who bought a ZX Spectrum, thinking he may be able to play computerised D&D. Years have passed since that time and his hopes for finding a true D&D style adventure on the computer had almost vanished.

Suddenly, his seemingly helpless quest was completed when he bought Masters' Journeys End which contains many of the features of D&D adventures including hiring a party of men, finding treasure, gambling, using spells, graphical battles, hunting for food, magic items, gaining experience traps, puzzles etc, etc.

The amazing thing is that the price of his discovery was a mere £1.99 and that for a 3



# Mailbag

COMPUTER + VIDEO GAMES  
30-32 FARRINGDON LANE  
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program totally graphic adventure. Thank you Mastertronic, it was well worth waiting for.

Peter Craig  
London

Editor's reply: Hey Red! Get over to Mastertronic and ask them why they haven't seen a copy into the C+VG office will you?

• I have just read Mailbag in your September issue and I was enaged by David Sayers' comments on your excellent magazine.

For one thing if David wants a mag, web lots of articles on CBM64 I suggest he buys a magazine catering only for the 64 and not a well balanced mag like yours.

Another thing, Ultimate deserved to be named Software House of the Year as it continually releases excellent games that put other games in the shade. As for not knowing the programmers' names who numbers names anyway?

My last point concerns the insulting way David put down British software houses. For one would not buy a U.S. Gold game as they rely on propaganda to sell their games in *Raid Over Moscow*.

I believe home-grown houses like Ultimate, Ocean and Software Projects are far better at producing top quality games.

In fact the only overseas company worth mentioning is Melbourne House. Now I have got off my chest, I can continue reading your first class magazine.

Stevens Hargadon,  
Stratford

• I thought I would send you my little artistic outburst which took me all of 2 days to complete. Of course if you like it, you have my full permission to print it in your wonderful magazine. As I am writing I must say how good C+VG is especially the games reviews. Also I don't mind how many adverts are in it, your magazine is the best there is. Keep it up Jonathan Howard,  
Bristol

• With the weather being terrible outside I decided to purchase your magazine to help cheer me up. Like hell it did

Like most computer fanatics I enjoy playing games and also reading reviews about them, but where have all the Amstrad reviews gone?

The last C+VG I bought was the July issue, wow what a mag. Knight Lore game of the month and plenty of other Amstrad reviews, it won't go into detail about the unlist review of the game compared with the Beeb version, because it would take up too much room!

A month later, I decided to buy the August issue. Only two Amstrad reviews and one didn't even have a screen shot. PATHETIC! What is happening???

Now I have just bought the September issue, and theres only one review of a game which is also available on the CBM and Spectrum. Aggghh... I felt like ripping the magazine up!

Instead of Amstrad reviews, there're four T109/4a reviews. (Midnite Mason comes to mind, though a game costing £24.95, receive a factor of 8 for value for money?) and a few MSX ones, huuu reviews.

Why don't you cut down on Spectrum and CBM reviews? I realise that a high percentage of your readers are CBM and Spectrum owners, but aren't you over doing it a bit?

Apart from the magazines last of AMSTRAD reviews, the rest of the mags OK.

With reference to Mr R. McCleaghans letter in the September issue, he says that the Pontoon program in the book *Sensational Games For The Amstrad* doesn't work because the program lacks line 11100, this is true. I advise him to change QOSUB 11100 to QOSUB 11200. I haven't tried this so it may not work!

Paul McGuire

Holsworthy, Devon

• Will somebody please tell D. Mitchell to shut up!! Nobody asks him to buy your mag, but all he can do is moan.

There are some people who use these computers as computers — not as games machines like he obviously does — and we like to hear news of how mainframes are being used in the film industry etc.

It is the general interest articles that stop your mag becoming just another boring

run of the mill computer publication like some mags I could mention. It is nice to see news of how computers are being used around the world.

I don't doubt that many adventure game fans will be interested in establishments like the one called Treasure Trap that Keith Campbell and Co. visited.

If enough mags did the same as you did with Dr Who then it would be back on the air again. New and better programs? You mean like Easemode or Allo Allo! Don't make me laugh, the BBC's days of making good programmes is long gone.

Scott Adams only wrote the first home computer adventure, so I don't see why he should be so important on the Adventure page.

Well, Ma Mitchell, why don't you just stop buying C+VG if you don't like it, and then we wouldn't have to suffer little \*\*\*ers like you writing in and complaining about unimportant little games that nobody else agrees with anyway.

By the way, Marcus Groan, thanks for doing what I mean to do — shoot an obnoxious little \*\*\* down in flames. But remember, everyone is entitled to their own taste in music, but it really annoys me when someone like Michael Steinmetz forces his bands onto those that don't like them.

As for record shops, they rarely have a section for specific types of music anymore, showing that they are becoming like everybody else, ignore the minority — just make a fast buck. I'm sure Sir Cleve knows what I am talking about.

Tim Birch

Birmingham

• There is a big argument in our family between my brother and myself because my brother, Matthew, read an article in one of the papers, with small pages and big print, about Max Headroom being an actor.

I told him this could not be true. But he said it would cost thousands of pounds to program every expression and synchronize it with speech, and only a few computers in the world could do it, and the Pentagon has one. So that's what the President does in his spare time.

Please could you settle this

argument, preferably in my favour.

I would like to say I agree with Stewart Woods' comments, from the July issue, that the adverts are a good idea, showing the readers what games/utilities are currently on the market. Also I agree with Marcus Groan, from the August issue, by saying that *Fanfare Goes to Hollywood*, Duran Duran, Howard Jones etc, are all tembopop needs.

David Wild  
Attleborough, Norfolk

Editor's reply: Look, I know it's going to cause a big shock to David, it did to me, but Max IS a real person. The actor's name is Matt Freyer — who should be shot for revealing the secret! Still, maybe his alter-ego will do something about this little sneak in his next series. If one can't wait for the return of *Mr Headroom* TV isn't the same without him, is it?

• I have bought your magazine ever since I got my CBM64, about 9 months ago. In this time I have not noticed a listing for a "video program". Surely you should include such a program that would at least speed up the time that we wait for games to load?

Michael J. Lee  
New South Wales,  
Australia

Editor's reply: Great idea, Michael. Has anyone out there got a fast loader for the 64 they'd like to pass on to C+VG readers?

I live in the United States and recently while in London, I picked up a copy of Computer + Video Games. It's excellent. In the August issue a person wrote in and was complaining about the price of CBM64 software. He would love to be able to buy software for £7.95. In the USA the average price for software is around \$45 (£24). Some of the better software sells for more than \$60 (£40).

So, whenever you are, I just cannot sympathise with you. The software in the UK is good and inexpensive. Parties like you will probably make the price of software go up, just like it did in the U.S. You people over there have a good thing going, don't spoil it!

Karen Muldough  
U.S.A



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The C128, which is 100 per cent compatible with the Commodore 64, looks set to be a hit when it becomes available this autumn.

Here's how you can win: Hidden in the word puzzle printed on this page are the names of nine Anirog games. All you have to do is identify and circle the names.

Send your entry with the printed coupon to Anirog/Computer Competition, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1 3AU. The closing date is October 16th and the editor's decision is final.



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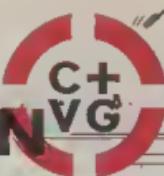
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ON SALE NOV 16



What happened to turn this clean-cut young man into the raving strangely dressed heavy metal freak you see below? Keith Campbell's Book of Adventure's that'll!

So beware. If you don't want to end up like him DON'T rush out and grab a copy of the new look C&VG next month. If you do, here's what you'll have to suffer: An extra big helping of the Adventure Helpline, tons of Adventure reviews, features, news and competitions. Yes, every copy of December's special C+VG will carry a Government Health Warning about our FREE 24-page Book of Adventure! But because you are all such sensible people you won't want to stampede down to your local newsagent and demand a copy will you? Remember what happened to this poor deluded soul.

You want BIG prizes? Well we've got BILLIONS prizes waiting for you next issue. Want to win your very own Commando arcade machine? Want to win your very own pinball machine? Well, tough. 'Cos the Editor has refused to let anyone have them! Huh! But we might be able to drag the machines away from him in time for December's amazing arcade competitions. Find out by getting a copy of our explosive Christmas issue!

X and B-Con have been playing Highway Encounter non-stop since it arrived at IDEAS CENTRAL. And X has used his amazing Xerox powers to produce an amazing map of this extremely addictive game. Meanwhile, we managed to shoot B-Con up for long enough to make him get together some hints on how to get the best out of your betting Vorton droids. We'll help you save the world next issue!

Thunderbirds Are Go! And they are heading for the pages of C+VG. Watch the skies for December's dangerous issue F.A.B.!

## PLUS

PLUS: A sports star looks at star sports games, boxers get into the ring with boxing games, boxers get into the ring with boxing games. C+VG reviewers get stuck into games collections and get a kick out yet more martial arts mayhem.

## PLUS

PLUS: A special Melbourne House Fighting Warrior competition.

## PLUS

PLUS: A look at the amazing interactive computer games they are playing in the U.S.A. — and another chance to become C+VG's M.U.D. champion.

# Trivia

A family game for 2 to 4 players in which mum is just as much at home as the sports crazy son.

Over 2000 questions on six subjects like Entertainment - Sports - History.

C64 - Amstrad - Atari - BBC - Spectrum £7.95



## FIVE-A-SIDE

A soccer game with real pace in which passing skills are as essential as speed. Penalty shoot out truly tests your anticipation.

One or two player option.

C64 - £5.95

Spectrum - Amstrad

Atari - BBC - MSX SOON



## SLAP SHOT

A fast and furious game which requires skill and fast reactions. Ice Hockey is a tough game but persistent rough game is punished by roughing penalties.

One player or two player option.

C64 - Amstrad - MSX £8.95



Assume control of this unique fighting machine Take care that you practice take off and landing thoroughly before you embark on a combat mission to seek and destroy the enemy aircrafts. Use your radar to locate the carrier and land in worsening weather conditions as you progress through the ranks.

C64 - Amstrad - BBC £9.95.

Atari - Spect - Electron SOON



## JUMP JET

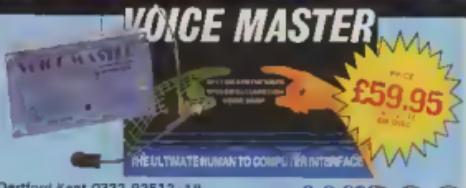


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TAKE A TRIP  
INTO THE  
**PLEASURE GAME**

The image shows the box art for the Commodore 64 game "FRANKIE GOES TO HOLLYWOOD". The title "FRANKIE" is prominently displayed at the top in large, white, block letters. Below it, "GOES TO HOLLYWOOD" is written vertically. The central part of the box features a group of people, including the band members from Frankie Goes to Hollywood, standing in front of a green screen backdrop that shows a cityscape. A large, stylized white star with a black outline is positioned behind the group. In the bottom right corner of the box, there is a yellow banner with the word "FREE!" in red, followed by "SPECIAL LIVE RECORDING OF" and "»RELAX«" in red. At the very bottom of the box, the word "ocean" is printed in a blue, stylized font.

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